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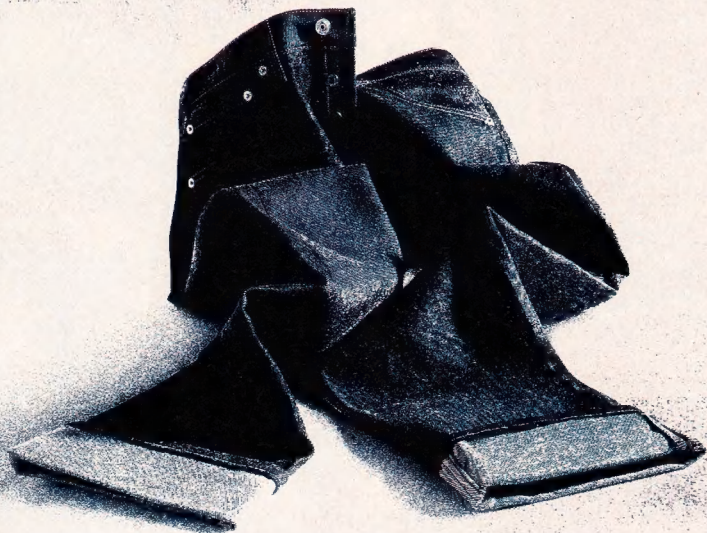
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**Embittered sheep stages
anti-Spyro protests.**
(Story on page 3.)



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KICK YOU IN YOUR ZOMBIFIED BUTT!

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THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against.

ITEM

1	Left 2" Mid-Range Directional
2	Right 2" Mid-Range Directional
3	5.25" Center Mid-Range
4	5.25" Low Frequency Tactile Driver
5	High-Range Tweeter
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7	Tactile Intensity
8	Electronics Unit
9	Heavy-Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

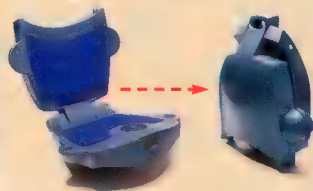


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

PART THREE

**Ducking, dodging, whimpering
and other useful gaming skills
you might want perfect.**

DEFENSIVE PROCEDURES



Fig. 3a.
The Dodge



Fig. 3b.
The Weave



Fig. 3c.
The Duck

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

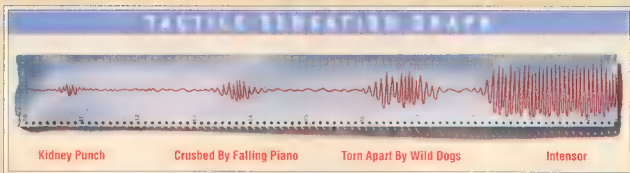


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.



Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

**Any game. Any system.
Any medium. After this, nothing
will ever be the same.**



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness.

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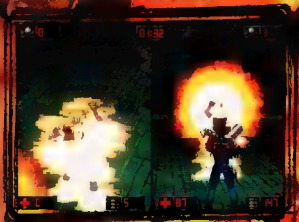
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STRATEGY OF THE MONTH

70

Metal Gear Solid

Prepare yourself for the best strategy guide on Metal Gear Solid. This awesome 14-page blowout includes all level maps, item locations and a detailed walk-through.



TRICKS OF THE TRADE

Secrets, tricks and codes for today's hottest game systems

34

13 New Games This Month Banjo-Kazooie, Gex 64, MLB Featuring Ken Griffey, Jr., Kobe Bryant in NBA Courtside, NFL Blitz, WWF War Zone, World Cup '98, C&C: Red Alert Retaliation, Madden NFL '99, NFL GameDay '99, Pocket Fighter, Resident Evil 2: DS, TOCA: TCC

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Everything you need to know to be an Expert Gamer!



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WWF War Zone

Inside this guide are all wrestlers' Finishers and secrets moves, plus codes!



104

WCW/NWO Revenge

Besides general strategy, this guide has a special moves list and a few wrestlers' combos.



108

Rogue Trip

Level maps and secrets—all the good stuff to get you to your destination.



122

Rival Schools

You'll be big man on campus if you use this combo guide with complete moves list.



126

Colony Wars: Vengeance

This guide will help you get past the more troublesome danger spots.

QUICK HITS

Quick tips to get you through life's toughest games

Resident Evil 2: DC

This Quick Hit unlocks new characters and a new mode: Extreme Battle.

130

Flying Dragons

Numerous items granting special abilities are uncovered and charted in SD Mode.

132

Street Fighter Alpha 3

The latest Street Fighter Alpha has more characters and modes of play.

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TM



4'0"54"

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

: DD:216.1 : ...

MINI GUN

W064 : SGF4FP

CHUCK POINT : CAN YOU REACH IT IN TIME :



SCHOOL'S OUT.

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comments
or gripes?**

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Dear Gaming Goddess,

In your September issue (#51) someone asked about the rotating key on Freezeezy Peak in the walrus' cave from Banjo-Kazooie. I have also noticed that key, but when I turned to page 60 in the issue, I didn't see anything telling about it! I might have missed something, but will you please explain again?

Ben Beavers • via the Net

In case the update in *XG #51* or the *Game Over* in *XG #52* still hasn't cleared matters up about the Banjo-Kazooie ending, here goes the final, final explanation. **WARNING: SPOILER AHEAD!** The game's ending shows secret pictures of three locations not accessible in Banjo-Kazooie: an island, the key you mentioned and a door. There is no way to get to these areas in Banjo-Kazooie. These locations are previews of secret areas to be found by playing Banjo-Toolie, the tentatively titled sequel to this game.

After seeing this ending, you'll have to wait for Banjo-Toolie to come out to get to these areas, according to Rare. Hope this clears matters up for good.

Dear Gaming Goddess,

In your Azure Dreams strategy guide (*EGM*® #49), you explained seven of the girls (Nico, Selfi, Fur Gots, Patty, Mia, Cherril and Vivian). But the Save Screen shows eight spots where girls' heads should be. Who is the eighth girl? Is it Weedy? Is it (ugh!) Ghosh? Please tell me!

br888 • via the Net

Sorry, the eighth "mug shot" is for Baldo, the final Boss. Flowers and candy are NOT going to work on him.



Do fighting games invoke violent actions in children? Are they portraying the violent acts or simply performing the cool-looking movements of their heroes.

"Will someone please think of the children!"

Dear Gaming Goddess,

There has been a very serious problem in video games that has crossed my mind way too many times. Right now at this point in the live video games are an important part. I happen to have two younger brothers who, for the weirdest reason, also love video games as much as I do. What bothers me the most is that they sit and play me play all those high-variant content video games. Every time they watch or play a game, they try to imitate what they see. Three weeks ago my second youngest brother tried to imitate a move from MK Trilogy and ended up breaking his leg. I was so upset that I put my Nintendo 64 and all the live games away. I don't know if I'll ever play again, but I have to be careful. I perform so if you are one of those *Expert Gamers* who thinks games have gotten way too violent, don't be afraid to write and voice your opinion about this growing dilemma. I also hope that all gaming companies learn from what their creations are doing to society.

I'm sorry to hear about your brother's accident. However, since you knew your brothers imitated what they saw in games, you should have explained that what they saw wasn't real. Furthermore, you could have informed them that these "fake moves" could/should not be imitated and that they could hurt someone and/or themselves? My point is not to pick on anyone but to simply state that adults need to pay more

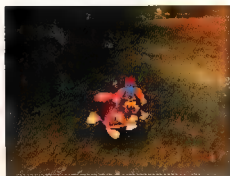


Antonio Gutierrez
Pomona, Calif.

Antonio won an InterAct Controller for the N64, PlayStation or Saturn!

attention to what their children are doing. This goes for movies, TV or any acts they may try to imitate. All animals have the innate response to imitate what they see but that doesn't mean they are being violent. Fighting games (or movies) often inspire kids to act out the "cool moves." However, it is usually the technique and not the violence they are performing.

[illegible]



Walkin' on water

Dear Gaming Goddess,

Using the trick Nelson showed us in *KG* #51 to get inside the house of the beavers in spring, we jumped into the infinite blackness and fell back to the start of the level. We then decided to tempt the same fate by jumping out into the blackness, but have Kazooie flapping back in.

When we did this, we fell through the side of the passageway. Since we never entered the water (except from the side, where there wasn't really any water), the game thought we were on land, thus letting us walk on the bottom of the lake. And also since it thought we were "high and dry," it gave us infinite air. Here's how to do it:

1. Stand on the ledge above the beaver's house and break the rock by firing eggs backward.

2. Go up the passage to the black place.

3. Jump out into the blackness and fall back under the top of the water. If you fall into the blackness or onto the top of the water, it won't work. If you're jumping off the side, don't worry about the passage's wall, you can go right through it.

4. Tada! You will be walking under water in the passage. Walk out and you'll be walking on the bottom of the lake, and you won't have to worry about running out of air!

Jamie and Max Dekle • via the Net

We tried ■ out and were amazed ■ walk underwater without using oxygen, then doing weird stuff like standing on the beaver. I guess that's one bug that Rare's game testers didn't expect anyone to find.

B-K time savers

Dear Gaming Goddess,

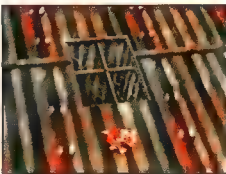
In the August (the Premier Collector's Issue) issue of *Expert Gamer*, Nelson Taruc explained how to get the "Light Up the Tree" puzzle piece in Freezeezy Peak by stomping on the lizards' heads. I got it by standing at the end of the boardwalk in front of the present and rapid firing eggs at the lizards. Of course, you must have gotten the "Blue Eggs" code and be well-stocked with eggs for this to work.

Also, in Rusty Bucket Bay, Nelson listed "Swim in the Building" as the way to get inside the building to get the piece. If you use the Stilt-Strider (letting Kazooie walk up the roof of the building) and walk over the roof to the side nearest the pool with the yellow Jinjo on the buoy, you'll notice the window is clear instead of yellow like the others. Banjo can stand on there and you can use the stomp (A and Z) to smash the window to get in. Once inside it is relatively easy to get to the piece, but you must still swim out of the building.

Hope these tips are helpful.

Linton Knowles • Beaumont, Texas

Thanks for the tips, Linton.



Infinite combo

Dear Gaming Goddess,

I found an infinite combo in Tekken 3! Go to Training Mode and choose King. Select Combo Training. Choose King's first combo. MANUALLY execute the first six hits. It should end with ONE Ali Kick. Notice how the opponent is stunned. Walk up to the opponent and repeat the combo.



Ever since we ran the 11-Hit combo for Tekken ■ *Expert Gamer* has been flooded with higher hit combos. Although the infinite combo sounds cool, it works only in Practice Mode and can be easily blocked.

Remember stop the combo at ONE Ali Kick so that the opponent will be stunned. Also, when the counter reaches 99, continuing the combo will cause the counter to reset.

Jeffrey Boyland • via the Net

Yes, there is a potential infinite combo for King in Practice Mode. That is just a thought—it's "Practice Mode." We tried using this against one another in a regular battle, and it proved to be useless. A simple block prevents King from starting his second combo.

Most-wanted error

Dear Gaming Goddess,

I saw the Most Wanted Trick in issue #51, so I put it in on the GameShark. However, I tried it more than 20 times and it still won't work. Is there a mistake in *Expert Gamer* or is my GameShark not working?

Dennis McGrogan • Morristown, NJ.

Expert Gamer and InterAct Accessories warned you ■ that same column where the code was provided that ■ was extremely glitchy and seldom worked correctly. In fact, InterAct Accessories does not support the code in any way. So don't blame us or your GameShark if it doesn't work right the first billion times you try it, because we warned you!!!

Trash Talk

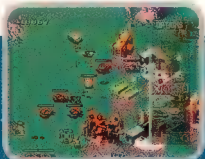


My "Expert" Opinion

Strategically beating 1 computer



Play to Win Advice
By Scott Augustyn



When the craze for strategy games started a few years ago, there weren't many skills you needed to defeat the game. The AI for the enemy was often vastly inferior and set on patterns. However, with the huge player demand of wanting bigger, better and smarter games, they've taken on the guise of a new monster.

Even though the average strategy game has been

swept up in a craze to make the product stand out, there are still a couple of general hints you can use to win.

— *Learn your vehicles.* Learn how much damage they can take, how much they cost and the punch they can deliver. This will help you decide which vehicles you want to use for base defense and which you want to send after the enemy.

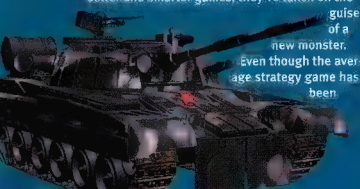
— *Use a mob whenever you can.* It lowers the overall "strategy" involved in the game, but will often get you through any level. While you are building your mob, you can use them for a strong base defense.

Go for the throat. Although in every mission the computer will start out completely built up, it

still needs to produce some kind of money to keep fighting. If you can cut this line off, eventually the computer will run out of money. Be ready, because the computer will usually respond with an extreme force if you attack its source of income.

— *Prioritize your targets.* When you fight your way into an enemy base, you will want to take out its manufacturing ability first. This usually takes the form of a construction yard or a factory. Take these targets out and you'll cripple the enemy.

— *Bait and run.* Usually when the computer starts to attack, it will not retreat. Use this lack of flexibility to pull an enemy defense force back and into a waiting ambush of your own troops.



Online News

Big news at JAMMA

The highlight of JAMMA was Sega's Naomi arcade board, a Dreamcast-compatible arcade board. Costing one-third less than Model 3 but with the same level capabilities, Sega will release 10 to 15 titles for Naomi in the first year. Naomi's release date is set for November in Japan.

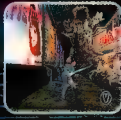
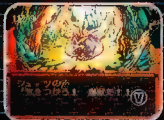
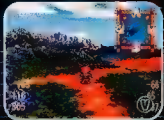


64DD in June '99

According to videogames.com, Nintendo's 64DD will be released in June of 1999 in Japan. It will also have a communication feature that will allow gamers to add new data to disks and games via phone lines.

Dreamcast games

Virtua Fighter 3 TB (Team Battle) and Sega Rally 2 will be on the Dreamcast; however, as of press time, no release dates were given. Another possible U.S. release is Blue Stinger, an action/adventure one-player game. Check out the game's amazing screen shots on videogames.com.

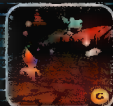


Taming of the monster

Zoor (tentative title) is the newest role-playing game designed for the Nintendo 64. The main character, Leo (a monster tamer), must travel around the world gathering and taming monsters. Leo then tries to win a tournament with his monster brood. Zoor is slated for a December release.

3D space exploration

Infogrames' Space Circus stars a juggler hunting across space for unusual people and creatures to add to his circus before the competition. Look for more info on this 3D zany game in the near future.



Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

videogames.com



All that good junk

Dear Gaming Goddess,
I was playing through Parasite Eve and saw the note in last month's strategy about giving 300 pieces of junk to Wayne to get a special item. I did it, but nothing happened! Did I do something wrong, or is there more I have to do?

John Mahoney • Seattle, Wash.

To take advantage of the nifty junk feature in Parasite Eve, wait for Torres to die and Wayne to take his place behind the counter. This happens on Day 3, but you need to wait until the Police Station is returned to normal on Day 4. Give Wayne all the junk you want before that point, but don't give him the 300th piece (or one more if you've already given him 300) of junk until AFTER Day 4.

Once that happens, Wayne will let you pick from six choice weapons—the best in the game!

* D50AE Handgun: Attack 125 (123/+2) Range 56 (55/+1) Bullets 17 (15/+2), 2 Bullets/Attack, 8 Slots
* MAG Rifle: Attack 152 (151/+1) Range 185 (185/+0) Bullets 21 (20/+1), 2 Bullets/Attack, Critical Percentage Up, 4 Slots

* M10 Shotgun: Attack 121 (120/+1) Range 70 (70/+0) Bullets 7 (6/+1), 3 Bullets/Attack, Burst: Attacks Multiple Enemies, 4 Slots

* P90 Machine Gun: Attack 122 (122/+1) Range 53 (51/+2) Bullets 201 (200/+1), 10 Bullets/Attack, Random Rate of Fire, 5 Slots (W/Mod)

* HK40 Grenade Launcher: Attack 156 (155/+1) Range 70 (70/+0) Bullets 9 (8/+1), 1 Bullet/Attack, 6 Slots

* LAW80 Rocket Launcher: Attack 220 (200/+20) Range 210 (210/+0) Bullets 1 (1/+0), 1 Bullet/Attack, 0 Slots

In addition, you can let Wayne choose a weapon for you; he'll randomly give you one of the four weapons below or a Duper Junk, which is worthless.

* PPSH41 Machine Gun: Attack 80 (78/+2) Range 76 (75/+1) Bullets 71 (71/+0), 10 Bullets/Attack, 2 Slots

* USP-TU Handgun: Attack 156 (155/+1) Range 88 (87/+1) Bullets 31 (25/+6), 5 Bullets/Attack, Counterattack, 4 Slots

Here's how to get the special item from Wayne. Below are the six weapons you can choose from or you can let Wayne choose a weapon for you.

* AK-47 Rifle: Attack 155 (155/+0) Range 154 (152/+2) Bullets 24 (23/+1), 5 Bullets/Attack, Counterattack, Critical Percentage Up, 6 Slots
* SPIC Handgun: Attack 120 (118/+2) Range 69 (67/+2) Bullets 20 (18/+2), 2 Bullets/Attack, 2 Slots
* 5. Duper Junk

Personally, I think the best weapon is the MAG Rifle, because of its awesome range or the AK-47. Save just before getting the 300th piece of junk so you can check out all the weapons for yourself!

Don't forget to check out more Parasite Eve updates in future issues of Expert Gamer!

Flight of fancy?

Dear Gaming Goddess,
I recently bought Banjo-Kazooie and was stuck on finding all the notes on Click Clock Wood. I was searching through the summer season for my last five notes when I accidentally found a flying pad (it's located on the stump in the lake), but there is a monster in my way of getting it (one of those snapping things ... looks like a Venus fly-trap). But in your magazine (XG #50, page 106 under "Quick Analysis"), it says that there is no flying in summer. I'm trying to find a way to kill it but it seems impossible!

Also since the water is down the only way to get on the stump is to get to the treehouse near the top of the tree and fall out of the bottom. If you could find out anything for me, I would be very thankful. (I don't need to tell you how tired I am of Click Clock Wood.)

Jason Hicks • via the Net

No one has yet found a way to kill those Venus flytraps. I believe that flight pad's there as a "hint" that there's one in the winter, when all the Venus flytraps die. If anyone does find a miraculous way to fly in the summer, let me know!



What Ifs

Send your "What Ifs" in and maybe they'll get published — our mag! Just think — the weirdest possible thing — imagine and write it down! Easy enough!

...Prxy Stixs were ground-up fairies?

...Mario put Mallow in his cocoa?

...Pocket Fighter was ... I won't go there

...Body Harvest was about a typical day at the Jack-in-the-Box?

...BobTWorm • via the Internet

...Spyro was just a guy who sold gyros?

...Wild was a game about keeping track of unruly preschoolers (or pro wrestlers ... their interests and intelligence are at the same level)?

...The Fifth Element was beer?

— TuskenJedi • via the Net

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Did you know?

So you think you know everything about video games, huh. Well, test your video game knowledge with the list of questions below. Hey, you know any cool video game-related trivia questions, send them in with the answers to Expert Gamer's Trivia, 1920 Highland Ave, Ste. 222, Lombard, IL 60148!

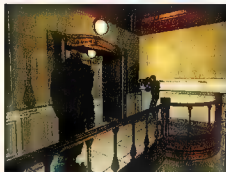
- 1) What cartridge-based video game system had its own built-in game?
- 2) Who played Luigi in the *Mario Brothers* Movie?
- 3) In *Bionic Commando*, who was the last Boss?
- 4) This controversial game was originally going to be made into *Sister Sonic* until fans complained.
- 5) Name the Boss character who got his own game.
- 6) What game caused a popular Japanese game designer to go insane?
- 7) What role-playing game did Chun-Li (Street Fighter fame) have a cameo appearance in?
- 8) What game did the fire-breathing Russian Karov guest-star as a Boss?
- 9) Name the game that originally had Batman and Spider-Man as Bosses.
- 10) Whose voice was used for Go-Go?
- 11) What two Final Fantasy games did Go-Go make an appearance?
- 12) What two fighting games featured a kangaroo as a playable character?
- 13) What is Balrog's name in Japan?
- 14) What popular NES game featured assassination and sex?
- 15) What was the first game with real-time strategy on a console system?
- 16) What was the first movie license in a console game?
- 17) How many characters had a "happy" ending in *Twisted Metal* 2?
- 18) What is the monkey's name in *Mega Man Legends*?
- 19) Name the only full-body controller to ever come out for a game system. (Hint: it was made for the Genesis.)
- 20) a. Name the ghost in *Pac-Man*.
b. In *Ms. Pac-Man*, one of the ghost's name changed. What did it change to?
- 21) Sega's name is made from what two words spliced together?
- 22) What did Nintendo originally sell?
- 23) a. What was Mario's original name?
b. Who was he named after?
- 24) What was the Japanese name of the Alcarde Spearin Castlevania: Bloodlines?



Now you know:

Death Race 98 - first video game that gained national attention for its violent content
Puck Man - original name for Pac-Man—changed because the P could be "altered" to an F

40+ days it took to sell 100,000 US Nintendo 64 systems
Odyssey - world's first home video game system
Electronic Games - first video game magazine, founded in 1982



Shocking differences?

Dear Gaming Goddess,

I have one question about the PlayStation Dual Shock console: Can you tell me specifically what the difference is between the PlayStation Dual Shock and the regular PlayStation console?

Antoine Jones • via the Net

I'm assuming you're referring to the "Dual Shock" console systems now selling for \$150 in stores. There are no differences between the PlayStation sold in those boxes and the ones most folks own; what is new is Sony's policy that one Dual Shock controller comes packed in with it instead of a standard PlayStation pad.

Otherwise, you'd have to shell out an extra \$30 for the Dual Shock. This is Sony's way of making its Dual Shock a widespread gaming standard, giving developers incentive to support it.

Massive mess-up

Dear Gaming Goddess,

My Massive Memory Card for the PlayStation is messing up. It is saying that pages 1 and 5 are not "formatted." I have a lot of important saves on those pages. What happened?

PoseidonZX • via the Net

There's a reason why Sony neither produces nor endorses "compressed" memory cards: Some games just don't work well with them. Although super-sized memory cards are attractive buys to price-minded gamers, using them incorrectly often leads to problems you've just described. Other times, the products plain short out and stop working.

I doubt that your data can be recovered, which is why I keep my most important saves on first-party memory cards and use those other cards for backups.



Saturn cheater

Dear Gaming Goddess,

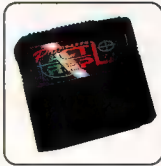
I am planning to buy a Pro Action Replay for my Saturn, and I want to ask a few questions: How much does it cost? To play import games, do I need to use a code like a GameShark? Since the

RE2: Dual Shock version uses the Dual Shock controller. However, the console packed with the controller doesn't have anything "extra" than regular PSes.

GameShark and PAR have the same "operating system," do they use the same codes? Which do you think is overall better?

Ina Rojas • via the Net

The Pro Action Replay is a decent game cheat, although I'd personally recommend the GameShark over it since it's specifically designed for U.S. Saturns. I'm not sure the Pro Action Replay uses the same codes as the GameShark; I think it depends more on what game you use it with. It also does work as an adapter to play import games, although I believe it's a built-in feature—not a code. The main downside to the PAR (which is why I recommend the GameShark) is that it could set you back up to \$90 if you order it overseas.



Party pleaser

Dear Gaming Goddess,

Remember a special accessory for the PlayStation called the Link Cable? Whatever happened to this fun accessory? This cable is what makes or breaks a good party!

Devin Jackson • Warrenville Hts., Ohio

I fully agree! If I had my way, every split-screen game would also be Link Cable compatible as well. You'd think Sony and other companies would learn some lessons from successful PC games that can be played over a network—multiplayer gaming is definitely the way to go!

Unfortunately, Sony's also in the business of making money too, and there hasn't been enough interest by gamers in buying the Link Cable. Sony and game makers won't support a product that few gamers are buying, which is the sad but honest truth.

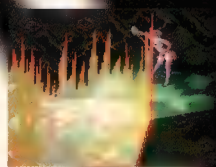
Fortunately, there are a handful of developers that still support the Link Cable, such as Westwood with its Command & Conquer series.

So to all developers, on behalf of Devin and all other Link Cable gamers, please keep making Link Cable-compatible games!





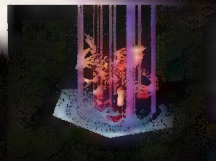
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Whose picture is this from Eddy's ending? A few of our readers wrote to *Expert Gamer* with their answers, but does it mean that the debate is over or just beginning?

The debate answered?

(Goddess' note: We had a ton of letters regarding the debate in issue #50 about who was in the picture from Eddy's ending. Many of you agreed that it was Kazuya.)

Dear Gaming Goddess,

The pictures are of Kazuya because the person has the same slicked-back hair, the person is wearing the same suit as Kazuya did in Tekken 2, and the person has the same facial features.

AcidBrn • via the Net

Dear Gaming Goddess,

If you look at Jin's and Kazuya's profiles and history, Jin couldn't have killed Eddy's dad. However, Kazuya could, would and did.

Loren Polite • Beaumont, Texas

Dear Gaming Goddess,

It has to be Kazuya pictured in Eddy's ending because in Eddy's bio, it says that a certain "organization" (probably the Mishima Empire) killed Eddy's father and put Eddy in jail. And since Kazuya was once one of the head guys in the Mishima Empire, it had to be him. Besides, what could Jin possibly have done to Eddy or his family?

Adrian M. • via the Net

Dear Gaming Goddess,

The pictures on the desk are of Kazuya because at that time Jin was not mean enough and was too young to have killed Eddy's dad.

Tim Strunk • Milford, Ohio

Dear Gaming Goddess,

The pictures are of Kazuya because you can tell by the person's hair and eyebrows. Plus the pictures are in black-and-white. (Not a cinch, but probably not Jin.) Since Kazuya was thrown into a volcano, perhaps the Organization is planning on cloning Kazuya (easy Tekken 4 story)?

Andrew K. • via the Net

Dear Gaming Goddess,

The pictures are of Kazuya. However, in Tekken 4, maybe Eddy will return to seek for Kazuya but find and fight Jin instead because of his close likeness.

Gary Quach • via the Net

Dear Gaming Goddess,

The pictures Eddy finds are of Kazuya so that means he is responsible for Eddy's daddy's death. I guess this means Eddy will have a reason to return for Tekken 4.

Nicole Kelley • St. Pete, FL

So, if the pictures are of Kazuya, what does it mean? Kazuya is dead ... isn't he? We'll have to wait until Tekken 4 to find the answer to that and other interesting questions.

Q & A...

New version of MK2?

Dear Gaming Goddess,

I've been reading things about this weird game called Mortal Kombat version 4.0. It's supposed to be a pirated game for the Super NES that's a lot better than the original game. I have some questions about it: Does this game really exist? If so, what is different? Is it illegal to own?

MK fan • via the Net

Arcade Editor Mark Hain says, "There were pirated versions of both Mortal Kombat and Street Fighter that people had 'modified.' This usually resulted in glitchy-looking versions of characters already in the game or added moves and abilities. One version of SF in particular allowed you to shoot fireballs repeatedly in the air (a la X-Men) and other cool stuff. I never heard of an official title for one of these, and if there is one, it was not authorized or released by Midway."

T'ai Fu ... it's "GRREAT!"

Dear Gaming Goddess,

Hey, when that cool tiger/martial arts game coming out?

Joshua Pemberton • York, Penn.

If you are referring to T'ai Fu, the game should be released by the end of '98. Don't forget to look for a guide in a future XG issue!

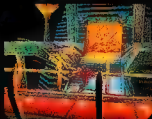
Hey Valerie, Jan has somethin' to say ...

Dear Gaming Goddess,

My girlfriend and I are video game nuts and have always referred to XG as the last line of help when we are both stuck in a particular game. She reads your magazine a lot (especially Gamers' Forum), and I had this great idea: I would like to ask her to marry me in your magazine. Could you do this for me? Oh, by the way: Valerie, will you marry me?

Jan Nadal • the Philippines

Let us know what she says, and don't forget to send us a wedding photo! (BTW: This was a one-shot deal. *Expert Gamer* won't print anyone else's proposals.)



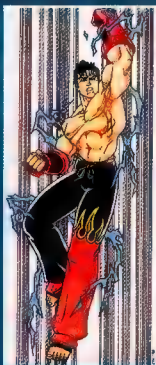
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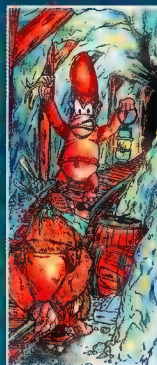
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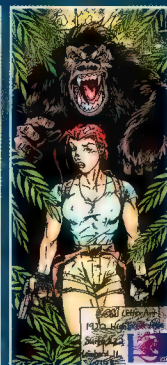
Judd Y. Abinuman
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Leonard Griffin
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THUNDER FORCE

Perfect System

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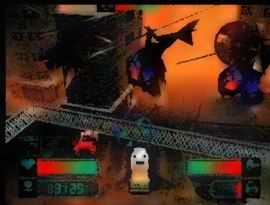
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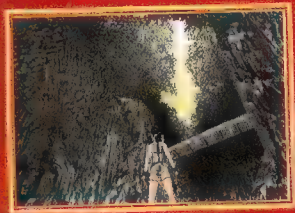
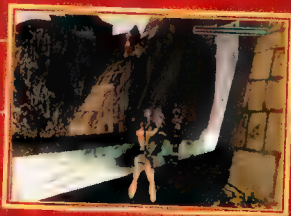
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Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by November 20, 1998. All entries become exclusive property of InterAct and will not be acknowledged or returned. Sponsor's liability for responsibility for lost, mislabeled, late, illegible, incomplete, postage due or undelivered entries. Sponsor reserves the right to close the contest at any time with no explanation. Only one prize per family, regardless of household per season. Winning entries will be placed in Expert Gamer under EGM. However, only one prize will be awarded.
2. Prize: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted for First Prize winner will be selected in the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize winning trick) 1 GameShark. Grand Prize has an approximate retail value of \$120.00. Winners will be selected by a judging panel without disclosure of name. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) Uniqueness (25%); (2) Difficulty (25%); (3) Accuracy (25%); and (4) Creativity (25%). Judging to be held on or about November 18, 1998. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except (1) the option of non-availability should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void if Outside: Non-compliance with the prize parameters contained herein or return of any prizes/notifications and/or undelivered mail will result in disqualification. Winners or their legal guardians shall sign an affidavit (or slightly modified form of liability) upon acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to use the name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Associates and their respective affiliates are not eligible. Neither ZD Inc., InterAct Associates nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, suits or expenses that consumers might incur as a result of this contest or receipt of prizes. Winner(s) accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Associates and their agents, representatives, and employees will have no liability whatsoever for any injuries, loss, damage (of any kind resulting from non-compliance, possession, or use of the prize).
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Aero Gaurge

All Tracks and Vehicles

To do this trick, you must have two controllers plugged into your system. Press **Start** on controller one until you get the Title Screen with "Push Start" on the bottom of the screen. On controller two, press **Up + Down + C + R** button + **L** button + **Z** simultaneously and then release them. Now press **Start** on controller one to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you select the new cars you will be able to select a N64 controller for your next fight.

All-Star Baseball '99

Overdrive and Paperman Players

At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in the code of the following codes for the results as shown: For Bighead Mode, Enter the code **GOTHELUM** and then press **Start**. A statement on the bottom of the screen will confirm that it was entered correctly. Now your players will have overdrive heads, bats, feet and gloves!

For Paperman Mode: Enter the code **PRPPAPLYR** and press **Start**. A statement at the bottom will confirm it. Now your players will be flat instead of 3D!

Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, **ATEMYBUIK**. Then press **Start**. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

Banjo-Kazooie

Hidden Puzzles/Secret Appearance Codes

You must first beat the code to do this trick. Go to Banjo's house and inside, walk up to the fireplace but not touching it, press **Up + C** and look up at the picture of Bottles the Mole. If done correctly Bottles should speak and congratulate you on finding his hidden puzzle

Trick of the Month Banjo-Kazooie

Secret Codes



Nintendo 64

- 1 First, start a new game or access saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain.
- 2 Get to the Sand Castle, then enter the word CHEAT on the floor tiles. You will hear a mooring sound like each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code: **BANJOEGSFORPLENTVOFEGGS** (Infinite eggs)
LOTSOFGOESWITHMANYBANJOS (Infinite lives)
DONTBADDWBOGSEUMUMBO (99 Mumbo tokens)
NOWYOUCANFLYHIGHINTHESKY (Infinite red feathers)
GIVETHEBEARLOTSOFHAIR (Infinite underwater air)
ANENERGYBARTOGETVOUFAIR (Maximum hokeycoons)
AGOLDENGLOWTOPROTECTBANJO (Infinite glow feathers)
Note: You must learn the wandering in Clankers' Cavern before entering the gold feathers code. Also, the "CHEAT" code may not work in all circumstances. All saved games. Make sure you enter the word CHEAT every time before putting in any of these codes.

Johnny E.
Address withheld by request

game. Now you must play through and win the puzzle game, and once you do, Bottles will give you a password. Eff the puzzle, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to

seven times and each time, you will get a new password. (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at

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the picture once more and Bottles will say that there is one more puzzle to complete.) To make these codes work, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in **NOBONUS**.

Here is a list of all the passwords and what they do:

BOTTLESBONUS: Big head Banjo
BOTTLESBUSTWO: Big hands and feet for Banjo
BOTTLESBUSTHREE: Big Kazooie
BOTTLESBUSTFOUR: Tall and skinny Banjo
BOTTLESBUSTFIVE: Tall, skinny Banjo with big hands and feet
BIGBOTTLESBONUS: Big everything, including Kazooie
WISHYWASHYBANJO: The witch doctor turns Banjo into a washing machine.

Bust-A-Move 2: Arcade Ed.

Another World

At the Title Menu Screen where Game Start, Title Attack and Options are showing, press the **L** button, **Up**, **R** button, **Down**. A little green character will appear on the lower-right of the screen. This is how you know the code worked. Go to the Game Select Screen and move over to the Puzzle Mode. The words "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels! The new stages in Another World are larger and more difficult to master.

Hidden Characters

At the Main Menu Screen, access "Game Start," and at the Game Select Screen, choose Puzzle Game. At the map with the letters, put in this code using the D-pad and the buttons: **Left, Left, Up, Down, L** button, **R** button, **L** button, **Up**, **Down**, **R** button, then press **L** button at the same time. This will bring up a Character Select Menu Screen where you can choose to play as the two dinos or the enemy characters. Now choose your destination and you're ready to play as a new character.

Dark Rift

Character Endings and Bosses

Here are a bunch of codes that will enable you to play each character's endings and the

ability to access the Bosses Demitron and Sonork. To play as the Bosses, go to the Title Screen and enter **L** button, **R** button, **Up**, **C**, **Down**, **C**, **Left**, **C** for Sonork. Enter **A**, **B**, **R** button, **L** button, **Down**, **C**, **Up** for Demitron. To access the character endings, go to the Title Screen and enter these: For Aaron press: **Up**, **Left**, **C**, **R** button, **Right**, **Down**, **R** button, **Up** button, **Left**, **C**.

Diddy Kong Racing

Get Secret Characters

Get Drumsick: Get all of the amulets and all of the trophies. Head to the point you start at and find the frog with feathers. Honk at the frog and you will get it.

T.T. Beat his personal time on every Time Trial track.

Find the Fifth Secret World

Get all of the amulets and trophies. Then go in front of the lighthouse and honk at it. It will transform into a rocket and take you to the space world.

Duke Nukem 64

Cheat Menu

At the Main Menu press **Left, Left, L**, **Right**, **Right, Left, Left**.

All Items

Enter the Cheat Menu code shown above, then return to the Main Menu and press **R**, **C-Right**, **Right**, **L**, **C-Left**, **Left**, **C-Right**, **Right**. A new item called "ALL ITEMS" should become available.

Invincibility

Enter the Cheat Menu code shown above, then press the **B** button seven times, then **Left** on the D-pad. If done right you'll hear a tone. Go into the Cheat Menu and turn invincibility on.

Level Select

Enter the Cheat Menu code shown above, then press **L** button, **L** button, **L** button, **C-Right**, **Right**, **Left**, **Left**, **C-Left**.

Extreme-G

Codes Galore

Go to the Bike Selection Screen and press the **R** button to go to the Controls Screen. Move up to the Name Option and access it. Now clear the current name and enter one of the codes shown below for various results.
MAGNIFY: Puts the view closer to the bike.
NITROID: Unlimited Nitro
ROLLER: This turns the bike into a roller.
UGLYMODE: Graphics are pixelated.

ANTIGRAV:

Turns the screen upside down.

ARSENAL:

Infinite number of missiles

STEALTH:

Bikes will now be invisible.

XTRME:

Super speed

SHESHE:

Bike is further away on screen.

GHOSTLY:

The graphics are transparent.

WIRED:

Everything is in Wireframe Mode.

BANANA:

The track will be more slippery.

Go to the Options Menu, choose the Enter Password Option and enter this awesome code: **61GGBS**. This will open up all tracks and give you access to the Roach and Neon bikes!

Programmers' Faces

Go to the Bike Selection Screen and press the **R** button to go to the Controls Screen.

Move up and access the "Name" Option.

Clear the current name and enter **XGTEAM** as the name. Press **Start**; a confirming sound should signal the trick worked.

Now go back in and enter one of the programmer's names: **GREG**, **JUSTIN**, **SHAWN**, **ASH** or **JOHN**. In Practice or Time Trials Mode, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad to the analog stick until you reach Driver Williams. Press a button to access the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

FIFA Soccer 64

Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag.

When you go back to the game, dribble the ball into that team's goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Forsaken 64

Many Awesome Codes

Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B**, **R** button, **Up**, **Left**, **Down**, **Up**, **C**, **Left**.

The words, "Turbo Crazy On!" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!

Gore: At the Title Screen where "Press Start" is scrolling, press **2**, **Down**, **Up**, **C**, **Left**, **C**, **Left**, **C**, **Down**, **C**.

The words "Gore Mode On!" will appear on the screen to confirm it worked. In the game you'll see blood from any damage.

Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L** button, **L** button, **R** button, **2**, **Left**, **Right**, **Up**, **C**, **Right**.

The words, "Wire Frame On!" will appear on the screen to confirm it worked.

Credit Skip: Normally, you would have to wait for all of the developers and publishers credits to go by before accessing the game. To skip this wait until after the credits start, then press the **Reset** button on the Nintendo 64.

When the credits appear again, you can skip each one using the **Start** button.

GoldenEye 007

Time Codes

Codes will be revealed by completing each level under a certain time, at a certain

GameShark CODES

Banjo-Kazooie
 GameShark Codes
 Enable code (Must be On):
 8124c9d81700
 812d3dc01300
 Infinite Lives:
 80385f8b0009
 Infinite Red Feathers:
 80385f6f0063
 Infinite Gold Feathers:
 80385f730063
 Infinite Air:
 81285f8e0e10
 Infinite Jiggies
 80385fcb0063
 Infinite Eggs:
 80385f670063

Forsaken
 GameShark Codes
 Infinite Lives:
 8004013c0005
 Infinite Shields:
 d014e5e20011
 8114e5e01000

Mission Impossible
 GameShark Codes
 Uzi w/Infinite Ammo:
 800a8e700063
 800a8e500002
 Infinite Ammo:
 800a8e700063
 800a8e700063
 800a8e700063
 800a8e700063

Mortal Kombat 4
 GameShark Codes
 Play As Goro:
 800ef23000f
 Play As Noob Sabot 1P:
 800ef2300011

Mystical Ninja
 GameShark Codes
 Infinite Health:
 8015c5700028
 Infinite Lives:
 8015c5700009
 Infinite Ryō (Money):
 8115c5e2a70f

Off-Road Challenge
 GameShark Codes
 Max. Nitros:
 8012c4b0000a
 Max. Speed:
 8012c4a3000a
 Max. Tires:
 8012c4ab000a
 Infinite Turbos:
 801013eb000a
 Always 1st Place:
 801013c70000
 Max. Acceleration:
 8012c49f000a
 Max. Shocks:
 8012c4a7000a
 Max. Nitros:
 8012c4ab000a
 Max. Speed:
 8012c4a3000a
 Max. Tires:
 8012c4ab000a

War Gods
 GameShark Codes
 Cheat Menu:
 803365930011

World Cup '98
 GameShark Codes
 Home Team Score 0:
 8017f5f00000
 Away Team Score 0:
 8017f5a00000
 Home Team Score 0:
 8017f5000009
 Away Team Score 0:
 8017f5a00009

WWF War Zone
 GameShark Codes
 Extra Characters:
 8113a4881000
 8113a48a07ff
 8113a48c2000
 8113a48e3fff
 Infinite Creation Points:
 803362a50000

Gex 64

99 Lives and Every Remote



1 At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password."

2 Now enter the following password as shown to get the trick to work:
M7S8FQRW3J58FQRW4!

3 This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with button **A**. Now you can warp to Rez without having to go through the entire game. You'll have 99 lives to try to beat him!



difficulty level. Here are the levels and times you need:

- Level 1: **Dam-Paintball Mode-Secret Agent-2:40**
- Level 2: **Facility-Invincibility-00 Agent-2:05**
- Level 3: **Runway-DK Mode-Agent-3:00**
- Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**
- Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**
- Level 6: **Silo-Turbo Bomb-Agent-3:00**
- Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**
- Level 8: **Surface-2x Tiny Bond-00 Agent-4:15**
- Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**
- Level 10: **Statue-Fast Animation-Secret Agent-3:15**
- Level 11: **Archives-Invisibility-00 Agent-1:20**
- Level 12: **Streets-Enemy Rockets-Agent-1:45**
- Level 13: **Depot-Slow Animation-Secret Agent-1:30**
- Level 14: **Train-Silver PP7-00 Agent-5:25**
- Level 15: **Jungle-2x Hunting Knives-Agent-3:45**
- Level 16: **Control-Infinite Ammo-Secret Agent-10:00**
- Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**
- Level 18: **Cradle-Gold PP7-Agent-2:15**
- Level 19: **Aztec-2x Lasers-Secret Agent-9:00**
- Level 20: **Egyptian-All Guns-00 Agent-6:00**

Bond Photos (via a GameShark)

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B198 00**.

For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player in Multiplayer
Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

International Superstar Soccer

New Teams, Big Heads

It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: **Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A**, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: **Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A**, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Killer Instinct Gold

Many Special Codes

Colors: At the character profile demo, press **Z, B, A, Z, A, L**. You'll hear: "Welcome." You can now choose the gold, shadow, etc. colors.

Gargos Code: At the character profile demo, press **Z, A, R, Z, A, B**. You'll hear Gargos laugh. Now he is selectable.

Random Select: Hold Up and press Start at the Character Selection Screen.

Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music.

Hold the buttons accordingly for the results:
Shaggy's Lair—U+1
Maya's Jungle—U+2

Gladius' Crash Site—U+3
Tusk's Stone Henge—U+4
Fulgore's Museum—U+5

Orchid's Hellpad—U+6
Jago's Bridge—D+1

Gargos' Castle—D+2
Combo's Street—D+3

Kim Wu's Dojo—D+4
Spinal's Ship—D+5

Skylage—D+5 (both players must press them)

MLB Featuring Ken Griffey Jr.

Awesome Codes

Enter any of these codes to see some strange and awesome visual results!

Angels in the Outfield

1 After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: **1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home**.

On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with button **A**, but not toward the ball. Your fielder will leap into the air and stay there! Press **A** to swim flap your arms and **B** to swim through the air with your feet. If you let go of the controls for a little while, he will land.

Pitcher Dance

2 When you are pitching, press **Up, Up, Down, Left, Right, Right, Left, Left, Down, Up**, before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey

3 Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left, Left, Right, Right, Right, Left, Left**. Once you enter this, he will point his bat to the stands. Once you hit the next pitch, it will be a home run!

Win the World Series

4 To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.

Go to the Stadium Select Screen and press **Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C**, then **Z**. You will automatically be taken to the celebration!

Blow Up the Batter

When you are up to bat, press **Right, Left, Down, Right, Left, Up, Right, Left, Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Dawar Iqbal
Warminster, Penn.

Kobe Bryant in NBA Courtside

Big Head Code

This code will give all of the players on the court big heads!

1 To do this, press Start to pause in the middle of any game. Using the directional pad and the buttons, press **Right, Right, Left, R, Z, Start, A, Start, A, Start** and **Z**.

2 Now press Start to resume your game and everyone on the court will now have huge heads!



Mace: The Dark Age

Cheats Menu and Secret Characters

These tricks will give you extra characters in the game! Just follow the methods for the results shown below: War Mech and Ichiro: When the Legal Screen appears, press **Down, Right, Up, Left**. You will hear a sound, and you may now choose them from the Character Select Screen.

Grondal: Win three matches against three human opponents. After three wins, go back to the Character Select Screen and press and hold Start on the Excutioner. Choose him with button **A** or **B**. Ned the Janitor: On the Character Select Screen, press the Start button on the following characters in this order: Koyasha, Excutioner, Lord Deimos. Then go to Xiao and press the **A** or **B** button. Pojo the Chicken: Choose Taria and defeat a human opponent with her Execution mode (stand about Foot Swee-distance away, hold the Strong button and let go). Before the next

match, press Start on controller two. Back at the Character Selection Screen, move down to Taria's profile and hold the Start button. Pojo will appear in place of Taria! Keep holding the Start button and press **A** or **B** to choose the chicken. On this screen, player two may also pick Pojo by holding Start on Taria's profile.

Small Mode

Good things come in small packages, so they say. That may actually be true in this case! Here's a fun cheat to enter in this game that will enable you to fight as small characters! While playing in Vs. Mode (both controllers plugged in) go to the Character Select Screen. Highlight and press the Start button on each of these characters in this order: Takeshi, Al Rashid, Ragnar and Xiao Long. After doing so and if time permits, you may choose a different character. Then when you begin the match, you should start off in Small Mode!

gain STRENGTH.

gain SPEED.

gain WISDOM.



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Mario Madness

1,000 Coin Trick

Here's an incredibly useful trick for those who can't stand constantly losing lives. First, enter any Bowser level (the first being the easiest). Get to Bowser instead of killing him, just keep dodging his flame attacks. Every time he breathes fire, he will drop coins. Keep collecting coins until you reach 1,000. After this point, an "M" will appear by your number of lives. Now exit the level, and let the fun begin. Every time you die—no matter what horrible fate you put Mario through—you will gain a life instead of losing one. However, you gain any 1-Up you will lose one life. So be wary of instinctive greed for 1-Ups collecting. Also, be wary that once you achieve 1,000 coins, you cannot save the game with this trick. So, to restart, you need to repeat the trick.

Find Yoshi

The final event you can get in Mario is obtaining Yoshi. The first requirement you have to achieve to collect all 100 stars in the game. Once this has been achieved, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be in there. Fire yourself onto the roof of the castle and there, wandering aimlessly, will be Yoshi. Talk to him to receive 100 lives and a new Triple Jump.

No Damage Falls

It really rorts when you fall off something and the ground is about a mile under you. You could almost take half your life if you're not careful. However, there are quick and easy ways to prevent taking damage from a fall no matter how high your starting drop may be. The main prerequisite is to not do anything fancy while falling. No dives, stomps or anything. Just free fall. As soon as you are about to land (watch your shadow to judge distance) either dive, kick or butt stomp. Do this by adjusting your speed and height so you will land with no damage taken at all.

There is another tidbit to falling. On any stage that contains snow or sand, no matter how high you fall from, you will always make a safe landing. You will get stuck in many weird ways—but you will get out and live without taking any damage!



Kobe Bryant in NBA Courtside Disco Basketball Court

While you are in the middle of a game, press Start to pause. Then press A, Up-C, Down, Up, Down-C, Right-C, R button, B button, Right-C, R button, Z button. Then unpauses the game. The court's floor will be flashing with many colors and the crowd will be gone!

Secret Teams

This trick unlocks three hidden teams. At the Main Menu Screen, highlight Pre-season and hold the L button. While holding it, press A. At the Pre-season Matchup Screen, scroll right until you reach the symbols for three new teams: the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

Mike Piazza's Strike Zone Various Cheats

Alternate Skies: Enter L, R, L, R at "Today's Game Screen." Now enter Right-C, A, Z, Up-C, L, R, Z for alternate skies.

Aluminum Bats: Go to the "Today's Game Screen" and enter L, R, L, R, then press R, A, Z, B, A, L, L for Aluminum Bats.

Colorful Bats: Go to the "Today's Game Screen" and enter L, R, L, R. Then: R, down, B, A, Right for red bats B, L, B, A, Right for blue bats.

Crazy Ball: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, B, A, L, L.

Crazy Pitch: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, Up-C, L, R, then press R.

Credits: Enter the following code at the Title Screen to enable a Credits Option: R, A, Z, R, Right-C, A, B.

Devil's Thumb Stadium: Go to the "Today's Game Screen" and enter L, R, L, R, then press right (D-Pad), A, Up-C, L, A.

Easy Home Runs: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Press L, A, Down (D-Pad), R to always hit a home run.

Easy Steals: Go to the "Today's Game Screen" and enter L, R, L, R, then Left-C, A, Down (D-Pad) Up-C, Z for easy steals.

Mission: Impossible

Many Different Codes

Enter all of these codes during the Mission Select (Level Select) Screen.

Up-C, Z, Up-C, Z, Up-C: Gives you Turbo Mode.

Down-C, Up-C, R, L, Z: Gives you Kid Mode.

Down-C, R, Up-C, L, Left-C: Gives you Big Head Mode.

Down-C, R, Z, Right-C, Left-C: Gives you Big Feet Mode.

Right-C, Left-C, Right-C, Down-C, R: Gives you Left-C with 30 rounds.

R, L, Up-C, Right-C, Down-C: Gives you a Mini-Bucket Launcher with 30 rockets.

Up-C, L, Right-C, Left-C, Up-C: Gives you 7.65 Silencer with 50 rounds.

R, L, Down-C, Up-C, Up-C: Gives you 9mm HP POWER with 30 rounds.

After you enter a code correctly then you will hear Ethan say "There, that's better."

M.B. Featuring Ken Griffey Jr.

Unhittable Pitch

Place the crosshair anywhere inside the strike zone except inside the yellow hitting circle. Holding the crosshair where you want it, press and hold the Z button and then press the Left, Right or Up-C button to look at one of the bases. Release the Z button first and then the Up-C button and then the screen should go back to looking at the batter. There will be no crosshair or hitting circle. Now throw the pitch you want and the computer will swing and miss or watch it go by for a strike. It is suggested that you throw changeups so your pitcher will not get tired.

Secret Teams

On the Baseball Main Menu, highlight Exhibition and press Up-C + Left-C + Right-C + Down-C simultaneously and repeatedly until you hear a sound to confirm the trick worked. Now select Exhibition Mode

and choose the All Star Division. You will find two more teams: Angel Studios and Nintendo!

Mortal Kombat 4

Cheats Menu/Secret Characters

From the Main Menu, access the Options. In the Options Screen, highlight the "Continues" 3* Option. Then hold the Block+Run buttons at the same time for around 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities! Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot!

Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

Continued on Page 42

NFL Blitz

Incredible Blitz Codes!

1 Cheat Codes: On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

4-0-4-Up	Huge Head	4-2-3-Down	No Random Fumbles
1-1-1-Down	Tournament Mode (2P)	2-0-3-Right	Big Heads (team)
3-2-1-Left	No Head	2-1-0-Up	No First Downs
1-2-3-Left	Super FG's	1-4-1-Right	Big Players
1-2-3-Right	Headless Team	3-1-0-Right	Mail Players
0-1-0-Up	Late Hits	1-1-5-Left	No Play Selection (2P)
0-5-0-Right	Big Football	0-4-5-Up	Super Blitzing
2-0-0-Right	Big Head	2-5-0-Left	Fast Passes
5-0-0-Left	No Stadium	1-1-1-Left	Allows Out Of Bounds
1-5-1-Up	No Punting	5-1-4-Up	Infinite Turbo
4-3-3-Up	Invisible	2-3-3-Right	Power-up Teammates
2-1-2-Left	Clear Weather	3-1-2-Left	Power-up Blockers
5-3-4-Down	Lights Out	4-2-1-Up	Power-up Defense
5-2-5-Down	Weather: Snow	0-2-1-Right	Show More Field (2P)
0-3-2-Left	Fast Turbo Running	1-0-2-Right	Hide Receiver Name
0-1-2-Down	Show FG's	4-0-4-Left	Power-up Speed (2P)
0-1-2-Down	No CPU Assistance (2P)	2-2-2-Right	Night Game
0-3-0-Down	Fog on	5-5-5-Right	Weather: Rain
0-4-1-Down	Thick Fog	5-5-5-Up	Hyper Blitz
3-1-4-Down	Smart CPU	3-4-4-Up	No Interceptions

2 Hidden Players: When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmel	Gentil	1111	Jim Gentile
Sal	0201	Sal Divita	Brain	1111	Brain
Jason	3141	Jason Skiles	Forden	1111	Dan Forden
Jenfr	3333	Jennifer Hedrick	Skull	1111	Skull
Deft	0604	Dan Thompson	Carltn	1111	Headless Guy
Japple	6660	Jeff Johnson	Shinnok	8337	Shinnok from Mortal K.
Root	6000	John Root	Raiden	3691	Raiden from Mortal K.
Luis	3333	Luis Mangubat			
Mike	3333	Mike Lynch			

Other Secret Players: Enter these codes the same way as the ones above.

Thug	1111	Todd	1122	Grinch	2220	Monty	1836
Van	1234	Mitch	4393	Paulo	0517	Shun	0530
Blitz	0526	John	5158	Lu	7777	Gene	0310
Zz	1221	Josh	4288	Nico	4440	Paula	0425
Jimk	5651	Ryan	029	Gatson	1111	Dbn	6969
Marka	1112	Beth	7761	Guido	6765		
Ed	3246	Brian	0818	Rog	8148		



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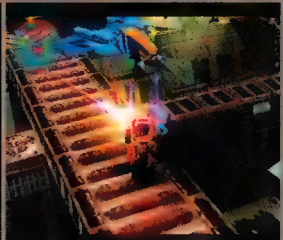
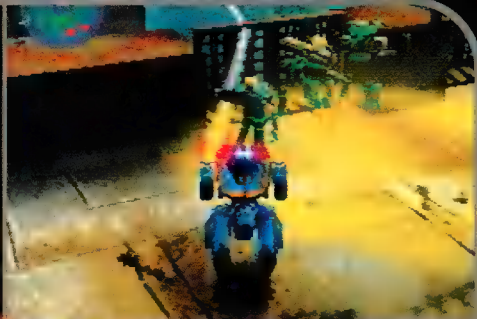
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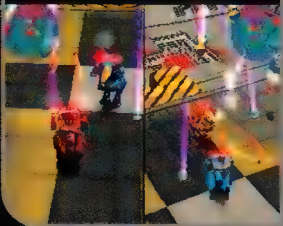
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Combative Codes

Play Fighter 3's 1/3

Hidden Bosses Revealed

All of these codes must be entered at the Character Select Screen. Highlight character in the upper-left corner of the screen. Now do any of these codes to get the secret characters as shown:

Sumo Santa:

While holding the top L button on the controller, press L, Kick, M, Kick, M. Kick, M. Punch, M. Punch, L. Punch. The Santa icon will appear in the lower-left box.

Super Move:

Down, Down-Forward, Forward, Down, Down-Forward, Forward, Punch.

Dr. Klin:

While holding the top L button on the controller, press L, Punch, M. Punch, M. Punch, M. Kick, M. Kick, L. Kick. The Dr. Klin icon will appear in the lower-middle box.

Super Move:

Down, Down-Forward, Forward, Down, Down-Forward, Forward, Forward+Punch.

Fighters' Destiny

Secret Fighters

To get each secret playable fighter, have a star next to your name. To get these stars, beat the game.

Boro:

Beat on the Easy setting. Robert the Robot-Beat all foes in the Faster Mode in less than a minute.

The Joker:

This is the hardest of them all. Beat all 100 fighters in the Survival Mode.

The Master:

Go through Master Mode and win each and every battle. Ushi the Cow: Go into Rodeo Mode and survive a battle with her for one minute. You can't kill her or the code won't work.

Mortal Kombat Trilogy

All Question Marks

On the Story Screen, hit controller one and very quickly, enter the code on the designated buttons as shown: **Block, High Kick, Low Kick, Run, Low Punch, High Punch, Low Punch, Low Punch, Low Punch.** Once you do this, you should hear a voice. Now go to the Main Menu Screen, you will have access to all three question marks—green, blue and red! You may now access Main Screens with many options within the question marks including Human Smoke, Kameleon, Free Play, etc.

Reverse Babalties

Play a normal game against the computer or another player. Lose on purpose and wait for the "Finish Him/Her" to appear. If your opponent performs a Babality on you, press and hold the **High Punch+Low Punch+High Kick+Low Kick** buttons on your pad before the sequence is being pressed on your opponent's pad. Your character will change from a baby to an adult, and then to a bloody explosion for a fatality!

(Note: This trick was done on a preproduction version of the game and is subject to change.)
Costumes and Kombat Kodes
Alternate Costumes:

To get alternate costumes, first go to the Character Select Screen. Go to the character you want to select but before selecting him/her, hold **Start** and press the **Up-C** button. When the Yin Yang symbol starts spinning, wait until a voice says, "Excellent" or "Outstanding," etc. That means you have the second color. To get the third costume, do it again and the Yin Yang will spin again but this time you'll have the third color costume. Most likely, the third costume will look the same as the original, but you will have a new weapon. There is even a fourth costume if you do the code again, and you will get an alternate weapon with this costume.

Kombat Kodes:

Use these codes at the Vs. Screen using button A, Left-C and Right-C on both P1 and P2 controllers to control each of the six boxes.

123 123—One Hit Win
012 012—Noob Saihot Mode
020 020—Red Rain (do on the Rain Stage)
050 050—Explosive Kombat
002 002—Weapon drawn and can't be knocked out of your hands
100 100—Disable throws
010 010—Disable Max Damage
110 110—No Throw/Disable Max Damage
111 111—Free Weapon (Random weapon falls)
222 222—Start With Random Weapon
333 333—Random Kombat
444 444—Start With Weapons Drawn
555 555—Many Weapons
666 666—Silent Kombat
321 321—Big Heads
Stage Select:
011 011—Goro's Lair (Spike Pit)
022 022—The Well (Scorpion's Stage)
033 033—Elder God's (Blue Face)
044 044—The Tomb Stage
055 055—The Rain Stage
066 066—Snake Stage
101 101—Shaolin Temple
202 202—Living Forest
303 303—Prison (Fan Stage)

Multi Racing Championship

Quick Start

Begin by selecting your vehicle and track. Then wait for the countdown and just as the screen displays "One!" press the acceleration button once quickly. Then release and press it once more but continue to hold it. This should be done before the screen displays "Go," so enter it quickly. If done correctly, your vehicle should take off with a quicker start.

NBA Hangtime

Awesome Codes

Enter the following codes at the Team Matchup Screen:
Big Heads—Up, Turbo, and Pass at the same time.
Bigger Heads—Up, Up, Pass and Turbo. Set Percentage—Rotate the D-pad clockwise from the Up position.
No Tag Arrow—Left, Left, Pass and Turbo. No Drift—Hold Down when entering a matchup, then when in the matchup, **Shoot, then Turbo.**
ABA—Hold Right when entering matchup. Still holding L, hit **Shoot, Turbo, Pass.**

Duplicate Players

Go to the Options Screen and choose "Enter Name." At the next screen, put in the player's last name (as shown below in caps) and then put in 0000 for his PIN number. By doing this, you will access the character's twin with hidden attributes. The names listed here are the duplicate players that work with this trick:

AHRWDY (Penny Hardaway)
CLIFER (Cliff Robinson)
DAVIDR (David Robinson)
DREAM (Hakeem Olajuwon)
ELLIOT (Sean Elliot)
EWING (Patrick Ewing)
GLENNR (Glenn Robinson)
GILLI (Grant Hill)
HGRANT (Horace Grant)

JOHNSN

(Larry Johnson)

KEMP (Shawn Kemp)

KIDD (Jason Kidd)

MALONE (Karl Malone)

MOTUMS (Dikembe Mutombo)

MOURNG (Alonzo Mourning)

MURSAN (George Mursan)

PIPPEN (Scottie Pippen)

RODMAN (Dennis Rodman)

RICE (Glenn Rice)

SMITS (Rick Smits)

STARKM (Jerry Stackhouse)

STARKS (John Starks)

WEBB (Spud Webb)

WEBBER (Chris Webber)

Play at Rooftop at Night

When at the Tonight's Matchup Screen hold Left on the Analog and press Turbo (3X) to play a game on the Rooftop at Night.

NFL Quarterback Club '98

Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
SDWNDRV—Player gets eight downs.
RNLDSWZNGR—Strength attribute for all players is at maximum.
BDWYNDY—Pass accuracy is set to maximum for all QBs.
WLTPRYTM—Agility attribute is set to maximum for all players.
CRLLWYS—Acceleration attribute is set to maximum for all players.

SHLMDGT—All player heights are reduced to 5'6" and weights are decreased to 145 lbs.

GLYTHMD—All player heights are 7'7" and weights are set to 400 lbs.

BBMTNTRL—All player heights are 7'7" and weights are set to 400 lbs.

BGBFYFF—All offensive players have maximum attributes.

BGBFYDF—All defensive players have maximum attributes.

CNTWNDS—Everyone fumbles the ball.

PWYBYRM—All player attributes are decreased to zero.

SPRTBRMD—All players run in Turbo Mode.

FRMBYRM—Player move in slow motion.

NBCCTKLS—Tackle ball carrier is turned off.

SPDRPTCKL—Always tackle.

TGHTGRP—No turnovers.

SPRTMMD—All player attributes are at maximum.

LDSTRTRK—When QB throws the ball, it appears in the receiver's hands.

YNSTVNS—Discipline and Awareness is set to maximum for all players.

BGTVSTRS—Ball carrier spins around constantly until he's tackled.

TRNTDLFR—QB accuracy is set to zero for all QBs.

LLDFSCK—All defensive attributes are set to zero.

LLFSCK—All offensive attributes are set to zero.

BGSPRDV—Divide distance is greater.

SPRBGRMS—QB's throw the ball 100 yards; Kickers kick the ball 100 yards; Punters punt the ball 100 yards.

STNTXTMT—Access the Acclaim, Iguauna, AFE and NFC teams for quick play.

MNFHDLR—Players do a dive every three seconds.

LWSTPSS—Players always tip the ball in the air on passes.

YLCTRCFB—Players move around like an elastic football game.

SNWGLDS—Sled Mode.

LLCHTSFT—Turns off any cheats that have been set.

NHL Breakaway 98

Many Codes and Secrets

Cheat Menu: At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option at the bottom.

Perfect Player: At the Create Player Screen, enter your player's name as **Jim Jung**.

After you enter that name, all of his stats

will be maxed out!
Player Inspection: At the Create Player Screen, press any of the **C** buttons to rotate your player in any direction.
Bonus Points: At the Season Mode/Main Menu Screen, enter this code for extra bonus points whenever you enter it: **Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.**

Continued on Page 44

WWF War Zone

New Features and Modes

Random Wrestler:

On the Character Selection Screen, hold Up and press Block.

Taunt Your Opponent:

In the middle of a match press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.

Access Dude Love and Cactus Jack:

Beat WWF Challenge on Normal with Mankind to unlock Cactus Jack and Dude Love.

Burp and Fart Mode:

Beat WWF Challenge with Mosh or Thrasher on any difficulty to get Burp and Fart Mode. Whenever you get hit or hit someone, you'll hear a burp or a fart!

Goldust's Extra Costumes:

Beat WWF Challenge on Normal with Goldust to get more costumes.

Ladies Night Mode:

Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode.

No Wimp Mode:

Beat WWF Challenge with Faarooq or Ken Shamrock to disable blocking.

Cool Reflections:

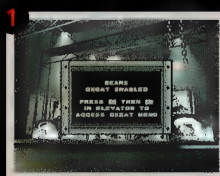
Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.

Play as Sue:

Beat the Challenge with Owen or Bret Hart to access Sue (the ring girl).

1 Once you've opened one of the features or modes, press L, then the R button at the Main Menu Screen to move down to the basterment.

2 From here, you can access all of the cheats you've opened!



S.C.A.R.S.

Acute Retinal Stinging (just an excuse to wear red shades)

Blindfold like Turbo

Lock-Jaw

Malnourished shoulder

Starts "standard game" most gear 24 hours a day

Ubi Soft
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Blistered the Rib

Grind-Fix Sides (Tendinitis)



SCARRIED FOR LIFE?

Intense racing action hits the streets September '96 for PlayStation (see GameSpot and PC-99 MAG), October '96 on the Nintendo 64. Play alone or enlist permanent Garage on Up to 3 as your friends. And, if you fall behind, you can always BLAST 'em. They'll always remember you - every time they look in the mirror.



PlayStation 2



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Pull Computer's Goalie: After beginning your game, press **Start** to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!

Off-Road Challenge Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:
El Cajon Track - On the Track Selection Screen, hold **Up** on the control pad and press the **L + R** buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A** button.
Flagstaff Track - On the Track Selection Screen, hold **Left** on the control pad and press the **L** button. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A** button.
Guadalupe Track - On the Track Selection Screen, hold **Down** on the control pad and press the **R** button. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A** button.
Monster Trucks - On the Truck Selection Screen, press one of the following **C** buttons

to get the alternate Monster Truck:
Left-C = Thunderbolt
Right-C = The Crusher
Up-C = 4x4 Monster
Down-C = Punisher

Pilot Wings 64 Jumble Hopper

First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

Applause and Get Gas
Here are some interesting and helpful codes for Pilot Wings 64. If you fly under things like bridges and caverns, you will get applause from the adoring crowds. Also, while exploring the Little States, if you happen to come close to running out of gas, look for a highway intersection northwest of Cape Canaveral in Florida. You will see a gas station by the highway. Get close enough to it without crashing for free gas!

Birdman in New York

When flying around in Pilot Wings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end.

If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Quake 64 Debug Menu

Go to the Load Screen from the Main Menu. When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all **Q's** for your password. It should say that you have entered an Invalid Password. Now press **B** to exit. Go into the Options Screen and "Debug" will appear above the other options. Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

Shadows of the Empire More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: **Wampa - Stompa** (One space before Wampa, two spaces before Stompa).

Begin playing a level; press **Start** to pause. Now press and hold the following buttons simultaneously: **L** button, **Up** button, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z**, and **Left** on the D-pad. With all of these held (except the **Up** button part), press the analog stick halfway to the **Left** and wait until you hear a low beep. Now press **halfway Left** to the **Right** and wait for the low beep again. Press **halfway Left** to the **Left** again and wait for the beep, and then again **halfway Right**. Do it one more **halfway Left**. If done properly, you should see pink text above all the other options on the top of the screen.

Use the **Right** and **B** buttons or **Left** and **L** on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, antibalancing, texture, lighting, fog, next level, kill Dash (no such moral). Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press **L** button, **R** button, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z**, and **Left** on the D-pad. In this case, hold half **way Left** on the analog stick and the debug text will reappear.

Wampa Racer
Choose a new slot or edit an existing player by putting in this code: **R**, **X**, **Testers**, **ROCK** (in a space where the periods are shown). Once you do this, exit the screen and move up and down between different options. You'll hear the Wampa Racer up a storm when you do this; then, even when you pause.

Star Fox 64 Title Screen Trick, Warps and Sectors

Here are some great tricks and strategies to use on the Star Fox 64. Follow the Numbers: On the Title Screen, press the **B** button once and then start rotating the analog joystick around until the number 64 on the end of the logo begins to move. Now you can move it anywhere on the screen and the characters will follow it with their heads! Let go of the stick and it will return to its original position.

Go to Sector V from Cornelia: On the first planet, Cornelia, your wingman Falco will be attacked by three ships. The easiest way to take them out is with a homing blast by holding the Fire button and then letting it go on the middle ship. This will destroy the others as well. After a little while, you will see arches made out of rocks. Make sure you go underneath each arch. Falco will then lead you into the waterfall (where you couldn't go before) and you will soon be fighting a different Boss. You may recognize him as the Boss from the first Star Fox game. After defeating him, you'll be led to Sector 2.

Go to Aquas: In Sector 2, get 100 kills or more to go to the planet Aquas.
Go to Sector Z: In Zones, you must shoot down all the floating spotlights in the stage. You will then move onto Sector 2 after you finish this stage.

Get a Warp to Titania: When you're in the meteor field Mute, make it past the checkpoint and soon you will see rings made of light-blue triangles. Go through all seven of these, and you will warp into a strange world full of power-ups and then you'll end up on the planet Titania.

Get a Warp to Sector Z: At around the halfway point of Sector X, move to the left side of the screen and stay at that general area. Eventually, you will have a choice of the direction and color of your warp. Pick the left one and soon you will be faced with a few grey/white rectangular gates. You must shoot these constantly until they turn red, and then they will open. This is nearly impossible with anything other than the blue bubble blast. Make sure you have this weapon before getting to this point. Once you have passed through the last gate, you will warp! Avoid the rotating shapes and shoot the enemies to survive in this alternate world. Then you'll end up going to Sector Z.

Tetrisphere Various Cheats

Go to the New Name Screen and press **L**, **Right-C**, **Down-C** to bring up the secret characters for use on the Password Screen. Use **A** to select the letters. Now enter the following cheat codes for various results:
A Hidden Lines Game: **LINES**
View the Credits: **CREDITS**
Secret Music: **G(a)lienheadJMEBOY** (Level Select) (from secret characters).
Saturn, Spaceship, Rocket, Heart, Skull

Turok: Dinosaur Hunter The Big Cheat

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warsps easily. Well, here's your answer! Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows:
NTHTGHDGCRITDRK

Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Many Cheat Codes

On the Title Screen with the menu, either choose **Start** Game or **Enter Cheat**. If you begin playing your game, press **Start** to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:
CMGTSMGGTS: This code gives you all of the weapons.
BLSTRFRND: The code gives you unlimited ammunition.
FRTHSTHTRLSCK: Unlimited lives are at your disposal.

THSSKMSCL: Spirit Mode (invincibility and slow-moving enemies). After entering the code you want, move down to the Enter command and press **Start**. The result will appear on screen. Press **Start** to OK the command. Now choose "Exit." Back on the Pause Menu, a new option called Cheat Menu will appear. Access this to get another menu which allows you to turn on the cheats you have already entered. Exit when you have finished and start or resume your game to have your chosen cheats activated.

Robins Cheat

Begin playing your game and press **Start**. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter **RBNMSMTH**. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new, Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Deformed Turok

On the Title Screen, go to the "Enter Cheat" Screen and enter the Big Cheat code:
NTHTGHDGCRITDRK
Now turn on Spirit Mode, All Weapons and Unlimited Ammo. Now warp to the Campaigner. Stand still and shoot him with the minigun. Once he dies, and Turok runs away, look at his bent leg!

Wayne Gretzky Hockey '98 Get Bonus Teams

Go to the Options Screen. Hold **L** button and press **C**, **Right-C**, **C**, **Left-C**, **Left-C**, **Right-C**, **C**, **Left-C**, **C**, **Left-C**, **C**, **Left-C**. If done correctly, the new teams will be available right away.

Choose Your Opponent

Highlight the team you want to play against and press **C**, **Up-C**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **C**, **Left-C**.

Nonstop Fighting

At the Options Screen hold the **L** button and press **C**, **Right-C**, **C**, **Left-C**, **Left-C**, **Right-C**, **C**, **Up-C**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **C**, **Left-C**. If done right, you'll get in a fight every five to 20 seconds.

World Cup '98

Hidden Team

- 1 From the Team Select, access the Team Management Option.
- 2 On this screen, choose the "Customize Player" Option.
- 3 Type **BuryFC** as a name of any player. The names of the England team then become Creations football team and development team for World Cup.



"Homicidal Vacations Since 2001"

ROGUE TRIP

Vacation 2012

MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

VACATIONING IN HELL

We road tested 14
KILLER KARS on
the twisted streets of
NukeTown

BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to
Avoid Premature Ejaculation Once You've Got 'Em

A³ BABE OF THE MONTH INSIDE

Special FREE Issue for Automercenaries



ROGUE TRIP



Dick Biggs, Editor

Welcome back, Automercenaries!

Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity**.

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'!



GREETINGS FROM AREA 51

Mr. Biggs

HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Gelger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we **road-tested 14 state-of-the-art tricked-out deathmobiles** one glowing summer afternoon among the **napalm trees of Nuke Town**.

For raw hearse-power, nothing beats the **Sidewinder**. Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-In Wheels** and put the muscle back where it belongs—behind the muzzle—a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice—the **Meat Wagon**. This fuel-injected weenie-mobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Ozone**, a well-armed ambulance that hurts while it heals.

You want high-octane performance? **Car Combat Ultra?** Look no further than the pulse-pounding **Pyro**—a flame-spewing semi filled with fuel. You never run out of gas and, you do go down, you can take everyone with you.

continued on page 72



Sister Mary Lascivious Thought for the Day

Thou Shalt Drive Like A Righteous Mad Bastard.
So Sayeth the Lord.



When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang—**Premature Ejaculation**—out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and entrails all over the windshield. No problem. Whip out a 40 ounce bottle of ever-loving **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

Removes Human Build-up



A stylized logo for "Rogue Trip Vacation 2002". The words "Rogue Trip" are in a large, metallic, 3D font. "Vacation 2002" is written in a smaller, cursive script below "Trip". The logo is set against a dark, textured background with some light effects.

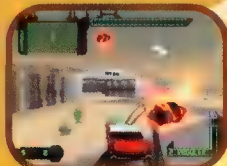
AIR FORCE ONE - The helicopter is the President's transport.
GOLF COURSES - The President has 28 golf courses.
BLIMPS - The President has 2 blimps.



KILL THE CADDY!!!

What the well-armed are packing these days (and how to get more bang for your weapons buck.)

On the road? Get on-line for **weekly cheat codes**, the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to **www.roguetrip.com** for the lowdown on all the low life.



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Nuff said.
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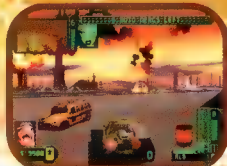


Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.

10 for \$850



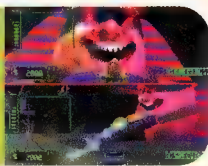
Hose your foes with gasoline... then sit back and ignite for the kill.



Killer bees got nothing on these babies, so go ahead, kill with confidence.

\$7750 per round

Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



"Don't be cruel.
Your automercenary
is true. Thank you.
Thank you
very much."



"A vacation should be just like war. Only with better photographs."



"There's so much fun waiting for you in my back seat...!"



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Alien Trilogy

Cheat Menu

Go to the Password Screen and enter the code: **1G0TPINK8C1DB00TSON**. Then choose Accept and go back to the Title Screen. Enter the Cheats option to choose the cheats you wish to use during your game, such as Unlimited ammo and Invincibility!

Level Select

At the Title Screen, access Options and press START. Move down to the Enter Password Option and choose it. On the Password Entry Screen, put in the letters, **G0VL** and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. Don't access 35 if you do not want to see the ending of the game. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

Auto Destruct

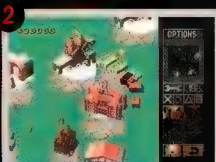
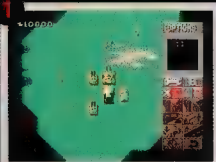
Several Cheats

To use any of these codes, go to the Cheat Menu. To do that pause the game while in mission and press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. After you do that, enter these codes to get the following effects:

Extra Nitros: Press **L1, Circle, Down, L1, Up, Square, Circle, R1**. Then press the Nitros Option to get one more nitro each press.
Extra Money: Press **L1, R1, Up, Circle, Down, Square, Right, R1, L1**.
Add Minute to time: Press **Down, L1, L1, Circle, Circle, R1, Up, Square, L1**. Then press the Add Minute Option to get an extra minute.
Invincibility: Press **L1** four times, **Left, Circle, Circle, Square, L1**.
Infinito Fuel: Press **L1, Circle, Left, L1, L1**.

C&C: Red Alert Retaliation

Multiple Cheat Codes



Andretti Racing

Hidden Cars

Here are two codes to enter that will access higher-performance cars for your next race. Just choose "Begin Career" and enter your name as: **GO BEARS!** or **GO BRUNIS!** depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: **L1 + L2 + R1 + R2 + X + Circle** simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

1 In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the results as shown:

Win Mission:

Circle, Circle, Triangle, X, X, Square. This lets you automatically win the current level.

Lose Mission:

Circle, X, Square, Square, Square, X. This makes you automatically lose the current level.

Unshroud:

Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Mo' Money:

X, X, Square, Circle, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Parabomb:

X, X, X, Circle, Triangle, Square. This gives you the Parabomb weapon.

Nuke:

Circle, X, Circle, Circle, X, Square. This gives you the Nuke weapon.

Chrono:

Square, Circle, Triangle, X, Circle, Circle. Gives you the Chrono weapon in your inventory.

Iron Curtain:

Square, X, Circle, X, Triangle, Triangle. This gives you the Iron Curtain weapon in your inventory.

Civ. Names:

Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green:

Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

Circle, R1, L1, Up, R1, Down, Car Tuneup Menu: Press **L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1**. Then press the Car Tuneup Option on to modify your car.

New York Time Trial: Press **L1, Right, Down, Left, Up, R1**.
 Subway Time Trial: At the Main Menu Screen, press **L1, Left, L1, R1, Right, R1**. Now access the Time Trials Option and a new Password Option will be available to test your skills.

Debug Menu: In the middle of the game, press Start to pause. Now press the following: **Up, Right, Left, Down, Circle, L1, R1, L1, R1, Circle, Down, Left, Right, Up**. You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access

this option to receive All Weapons, toggles for Debug Test, Speech Test and Collision!

Beyond the Beyond

Hidden Intro

To find the hidden introduction sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Bloody Roar

Big Head Setting

On "Normal" setting while at the Character Select Screen, hold **L2** and choose your fighter with **Circle**.

Large Arena

Beat 10 opponents in a row in the Survival Mode to increase arena size.

Regenerating Life Bars

Finish the game with Bakuryu on Level Four or above.

Big Arms

Beat the game without continuing on Level Four or above.

Small Fighters

At the Character Select Screen, hold **R2** and pick your fighter with **Circle**.

School Girl Alice

Beat all opponents in Time Attack Mode in less than 10 minutes.

Cart World Series

Special Password Cheats

These cheats will track and get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver?" Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night

SPACERID - Iron-like tracks

GEK - You will race two laps in

Season Mode

WHEELS - There will be no body on your car

FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).

RADBRAD - Tracks have more gravity than normal

BANZAI - You won't collide with any other cars.

Colony Wars

Cheat Passwords

On the Main Menu Screen, go into the Options and then highlight and enter the Password Option. Choose "Enter" and put in one of the codes shown below for various results. The passwords are case sensitive, so enter them exactly as shown: Hestas*Retort - Infinite Energy

Commander*Jeffer - Access to all levels, missions, acts, movies (at the Main Menu Screen).

Tranquillux - Super-cooled weapons (don't heat up).

Memo*X33RTY - Infinite secondary weapons

All*Cheats*off - Turns off all the cheats.

Command & Conquer

Mission Passwords

The covert missions in both CDs:

COVERTOPS

For levels within the NOD mission disk enter:

Level 2: C99FAKKW8

Level 3: RZNLQZNL3

Level 4: W1954XWLF

Level 5: W15DASRS8

Level 6: BPL1MR33W

Level 7: GTJKWJDK

Level 8: YKK424K3D

Level 9: 874LCPUT4

Level 10: A85HPAHXW

Level 11: OX3UKOP9J

Level 12: OX3UKOP9J

Level 13: SZP09VDSB



GameShark Codes

Batman & Robin
GameShark Codes

Extra Health: 8009df64000 8009df680000
 8009df6c000 800d0780064
 Infinite Power: 800cf9c0a68

Crime Killer

Infinite Shields for the Car: 801a78800ff
 Infinite Shields for the Motorcycle: 801a78800ff
 Infinite Shields for the Plane: 801a054000f

Elemental Bearhol

Infinite Health P1: 80095d52012c

Fox Sports Golf

Only One Shot Recorded: 801cfc80001

N2O

Infinite Lives P1: 801b35405013
 Infinite Lives P2: 801b35405013

NBA ShootOut '99

Infinite Creation Points: 8015bbcc000
 80105780064

NCAA Football '99

Home Team Score: 80084f340000
 Home Team Score: 80084f340063
 Home Team Score: 80082d040000
 Home Team Score: 80082d040063
 Home Always Score 10 pts.

Except Safety: 8007e99e000 800c4a80000
 800c4a824242
 8007e99e000 800c4a880121
 8007e99e001 800c4a800043
 Creation Points: 8009d76e2400
 800000140000 8009d76e2400
 800000140000 8009d76e2400
 800000140000 8009d7f2a2400

Risk

Home Always Score 10 pts.
 (Start + Select) For 100 Men: 800a36880900 800a47400064

Rush Hour

Infinite Time: 801042bc0064

Road Rash 3D

High Bike Durability: 8010eeaa7ff
 Infinite Cash: 800b67cfff

Soviet Strike

Infinite Armor: 80075d6805DC 8008368005DC

Got Mutant Rats?

MULTIPLAYER
SUPPORT FOR UP TO
4 PLAYERS!

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Sequel Codes

Battle Arena Toshinden

Boss Codes

To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: **R2, L2, X, L2, R2**. Circle on the first controller. A chime should then sound, and the yellow box should turn to blue. If done correctly, choose the bosses at the Player Select Screen by highlighting the Random Select Box. Press and hold the **Select** button to show things down. Uranus and Master should now be selectable. After this code is entered, you can enter the second boss code. Press **Start** and go to **Reset**. Choose "No" to access Sho/Vermilion. As the Options fly in together at the Main Title Screen, quickly enter: **Circle, R2, L2, X, L2, R2**. On the second controller. A chime should then sound and the blue box should turn red. If done correctly, choose these bosses at the Player Select Screen by highlighting the Random Select Box.

Street Fighter Alpha 2

Character Codes

At the Player Select Screen, do the codes as shown:
Super Turbo Edition Chun-Li: Highlight Chun-Li. Hold **Start** for about five seconds then press any **Kick** or **Punch** button and let go of **Start**. This Chun-Li (a fireball) is holding back, then pressing **Forward** on the pad with a **Punch** button.)

Super Akuma:

Highlight Akuma. Hold **Start** and move **Down, Right, Right, Down, Left, Down, Right, Right, Right**. Then press any **Kick** or **Punch** button and let go of **Start**. (The new Akuma is faster and can do a double fireball in air.) **Jump** and press **Down, Down-Forward, Forward-Punch**. He is as much faster with every move. One of this level's super attacks can even go across the screen now [jab, jab, Right, Short, then Fierce when facing right].

Warcraft II: Dark Saga

Many Incredibly Cheats

At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, start the scenario. Press **Start** to pause, then hit the Pause Menu, move down and highlight the "Enter Password" selection. Press **X** to see a Password Screen. Now put in one of these codes. You will get confirmation that the codes worked when it says "Enabled Cheat" on the screen:

NSCRN: Gives you the full map.
GLTRNG: 100,000 gold, 5,000 trees (repeat the code as needed).
VLZB: 5,000 units of oil.
MKTS: Faster building.
DCMKT: Upgrades everything at the best.
VRYLTL: Gives you all the spells.
TSQDDYTL: Invincibility (one-hit units and few hit structures only).
THRCNBNL: See the game's end. You will get confirmations that the codes worked on the screen when it says, "Enabled Cheat."

For Stupid Team: **S, T, X, S, T, X**.
For Dream Team: **S, S, T, X, X, S, S**.

Fighting Force

Cheat Mode

At the Main Menu Screen, press and hold buttons **L1, R2, Square**, and **Left** (on the directional pad). Do this until "Cheat Mode" appears under Options. Now go into the Options Screen and you will see that the first two options will now let you select your level and invulnerability!

Final Fantasy VII

Unorthodox Party HP Cure

Start by putting your Battle Mode on active. Next, cast Regen on your party and one other spell. After your character casts Regen, open the PlayStation door. You must open the door before the next spell is cast. When the game attempts to load the next spell, the game will just hang there—but time will continue to elapse! Sit back and watch your hit points climb. When they reach normal status the PlayStation door. The magic will stop down for a second, then the game will catch up and everything should return to normal.

Final Fantasy Tactics

Get Cloud in Your Party

This trick starts in Chapter 4, which is fairly far into the game. In Machinery City, you will find an ancient robot. Even though you can't activate the robot, it is important, so remember it. From there go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon, and a hunter will ask to join the party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Then go back to Machinery City and use the stone on the robot. Once it becomes functional, leave. On your way out, you should find another machine, but you can't do anything with it. Leave the city and head for Nibelheim Temple. After fighting Tower No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future; he will join you. Now find Aeris in one of the towns nearby and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of this, Cloud will join you officially.

G Darius

Free Play

To get Free Play Mode in this game just use up 100 credits in the game. After you do this, the next time you play will show that you have Free Play at the bottom of the screen.

Gex: Enter the Gecko

Many Incredibly Codes

Use this legend to figure out the commands for these tricks:

Up = U or R **Down** = D or S
Left = L or W **Right** = R or E
Triangle = A **Circle** = O **X** = X
Then hold **Start**, press **Start** to pause, and then hold **L2** or **R2**. Using the legend above, spell out the words as shown using the correct buttons. You will hear a sound to confirm the codes:
UNDEAD = Infinite lives
WEASEL = Invulnerability
ALOUSE = Level Select
REDEAD = One lives (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and Press Square for the best times)
There is also a level within the game called www.dotcom.com where you can find a special question mark above the brown computer chip. Once you hit the question mark with your tail, it will reveal a secret Web site that contains most of the hints shown here!

NFL Blitz

Blitz Cheats

- These codes worked on the arcade, and now they also work for the PlayStation arcade version!
- Enter the following codes during the Vs. Screen. Some codes may not work in one-player games or some two-player codes may require both players to do the code.
 - For No CPU Assist press **Jump (LX)**, **Pass (2X)** and **pad Down**. (Two-player Mode only.)
 - To Show More Field press: **Jump (2X)**, **Pass (1X)** and **pad Right**.
 - For Fog On press: **Jump (3X)** and **pad Down**.
 - For Fast Tackle Running press: **Jump (3X)**, **Pass (2X)** and **pad Left**.
 - For Hurdle Head press: **Jump (4X)** and **pad Up**.
 - For Thick Fog press: **Jump (4X)**, **Pass (1X)** and **pad Down**.
 - For Super Blitzing press: **Jump (4X)**, **Pass (5X)** and **pad Up**.
 - For Big Ball press: **Jump (5X)** and **pad Right**.
 - To Wide Receiver Name press: **Turbo (1X)**, **Jump (1X)**, **Pass (1X)** and **pad Down**.
 - For Random Play Choice press: **Turbo (1X)**, **Jump (1X)**, **Pass (5X)** and **pad Left**.
 - For Super Field Goals press: **Turbo (1X)**, **Jump (2X)**, **Pass (3X)** and **pad Left**.
 - For Big Players press: **Turbo (1X)**, **Jump (4X)**, **Pass (1X)** and **pad Right**.

(Note: These tricks work on a preproduction version of the game and are subject to change.)



Debug Menu

Press **Start** to pause. Then hold **L2** or **R2** and press **Left**, **Circle**, **Up**, **Down**, **Right**, **Left**, **Triangle**, **Up**, **Down**. You will hear a sound if done correctly. Press **Start** to unpauses the game and then press **Select** to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the Cheat Menus with X. You'll be treated to a Level Select, a Collectables Menu, stats and more!

G-Police

Weapons, Ammo and Shields

Unlimited Shields - On the Briefing Screen, hold **L1 + R2 + Square**. While holding these, press **Left**.
All Weapons and Unlimited Ammo - At the Loadout Screen (weapon choice), hold **L1 + L2 + R1 + Circle + Triangle + Square**. While holding these, press **Left**.

Grand Theft Auto

Various Cheats

Enter all codes as your game for them to work. (Warning: These codes, like the game, are rather adult-themed.)
BSTAR: This gives all weapons, unlimited ammo, 99 lives, armor, level selection, get out of jail, coordinate display, maximum wanted level and 5x bonus.
TSHESIT: This gives all weapons, unlimited ammo, 99 lives, armor, level selection, get out of jail, maximum wanted level and 5x bonus.
MADEMAN: This gives all weapons, unlimited ammo, level selection, get out of jail, maximum wanted level and 5x bonus.
GROOVY: This gives all weapons, unlimited ammo, level selection and get out of jail.
EATTHIS: Unlimited Level 4.
BLOWME: Displays coordinates.
CHUFF: Removes police.
TURF: Opens all cities.
CAPRICE: Gives access to all cities' Levels 1 and 2.
WEYHE: Instantly get 9,999,990 points.
PECK: Gets access to Liberty City Level 1 and 2.

VTYAN: Gives access to Liberty City Levels 1 and 2 and the San Andreas levels.

Hot Shots Golf

Mirror Courses, Players

For mirror courses go to the Course Select Screen and highlight the course you want mirrored. Next, hold **L1 + L2** and press X. When you go into the game, you will see the mirror course.

For mirror characters, go to the Character Select Screen. Highlight the player you wish to switch hands with, hold **L1** and press X. When you begin, your player will now stand on the other side of the ball.

All Characters and Courses

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1 + L2 + R1 + R2** buttons simultaneously before the Title Screen appears.

While holding these, go to the Title Screen, and immediately after the flash happen, press **Up**, **Down**, **Up**, **Left**, **Right**, **Left**, **Up**, **Down**, **Up**, **Left**, **Right**, **Left**, **Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

Jersey Devil

Easy 1-up Loop

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knar's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the

Continued on Page 54

TOPGEAR

Overdrive

**THE ONLY THING MORE FUN THAN WINNING IS
...CHEATING!**

- ❖ 4 PLAYER MODE!
- ❖ LOTS OF WAYS TO CHEAT
- ❖ NITRO BOOSTS
- ❖ POWER-UPS
- ❖ SELECT FROM 8 CARS
- ❖ COMPETE FOR CASH POINTS
- ❖ MIRROR TRACKS
- ❖ RUMBLE PAK SUPPORT
- ❖ VARYING WEATHER CONDITIONS
- ❖ CHANGING SEASONS
- ❖ JUMPS AND OBSTACLES



KEMCO



Underground Disc Tricks

Underground No. 1

Hidden Items

If you're fortunate enough to own this first set, you're in for a treat! Within these two discs, there are tons of little tricks, videos, demos and more that you can access. Just follow the instructions as shown for various results.

Disc 1:

Twisted Metal 2 tricks:

At the "Vault" Screen, press Circle, Triangle and Square.

Cool Boarders tricks:

Inside the "Tech Q&A" Screen, quickly press Circle, Triangle, Square, Triangle, Circle.

NFL GameDay '97 hints:

Inside "Behind the Scenery," hold L1, L2, R1, R2.

Jet Moto tricks:

Inside "Code Book," press Triangle, Triangle, Triangle.

Hidden Credits: On the Main Menu Screen of the CD, press Square, Triangle, Circle, X.

NHL FaceOff Contest:

At the "Coming Soon" Screen, press Square, Triangle, Circle, Triangle, Square.

Resident Evil 2 preview:

At the "Coming Soon" Screen, hold Square, Triangle, Circle, then press X.

Underground No. 2

Many Hidden Items

Disc 1:

MechWarrior II:

Unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously, and then press X.

K-1 The Arena Fighters:

Combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2. Preview "Intelligent Q&A" inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.

Twisted Metal 2 fan:

Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.

Blasto remark:

Inside the Tech Q & A Screen, press Square, Triangle, and Circle at the same time.

Peak Performance code:

Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle, and Circle at the same time rapidly.

Underground No. 4

Many Hidden Items

Disc 1:

Context:

In the Bulletins screen, hold Triangle and Circle. While holding them, press Square twice.

New Memory Cartridges:

In the Code Archive screen, hold Triangle and Circle. While holding them, press Square twice.

Where Are They Now?

In the Event Center, hold Triangle and Circle. While holding them, rapidly press Square.

PaRappa Fun Code

On the Main Menu Screen, press Square, Triangle, Circle, Triangle, Triangle.

fountain and the L-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

Legacy of Kain

Game Codes

Blood Refill

While playing, press Up, Right, Square, Circle, Up, Down, Right, Left while playing.

View all Videos

To view all the video clips, press Left, Right, Square, Circle, Up, Down, Right, Left while playing, then press Select and view the Dark Diary.

Lode Runner

Multiple Tricks

Let this level warp code make beating this game a lot easier! In the middle of play hold L2 or R2 and press one of the buttons below to warp to a different level:

Circle: Forward one level

Square: Back one level

Triangle: Forward 15 levels

X: Back 15 levels

Extra lives: On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas: On the Main Menu, move down to Options and highlight it. Next, take the second controller and use the key below to combine buttons for different level cinematics: R2=1, L2=2, R1=4, L1=8

While holding the combination of buttons, press X to access that cinema. Example: To see the Level 3 cinema, hold R2+L2 and then press X, all with the second controller.

Faster Gameplay: Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" on the next screen and hold R2. Press X.

Level Passwds:

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this menu, scroll until you see "enter code." Now access this option and enter any of the following level passwords:

Level 2: Circle, X, X, X, Square, Circle, Square, X

Level 3: Circle, X, Circle, Circle, Square, Triangle, X

Level 4: Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square

Level 5: Square, Triangle, Square, Triangle, Square, Triangle, Circle

Level 6: Square, Square, Circle, Square, Triangle, X

Level 7: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle

Level 8: Square, Circle, Circle, Triangle, Triangle, Square, Square

Level 9: Square, Circle, X, Triangle, Square, Square, X, Circle

Level 10: X, Triangle, Square, Circle, Triangle, X, X, X

Level 11: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle

Level 12: Circle, X, X, X, Triangle, X, X, Square

Level 13: Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle

Level 14: Square, Square, Triangle, Circle, Circle, Triangle, Circle, X

Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle

Level 16: Circle, Square, Triangle, X, Circle, Circle, Square, Circle

Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle

Level 18: Triangle, Circle, Circle, Circle, Square, Square, X

Level 19: Square, X, Circle, Square, Circle, X, X, Triangle

Level 20: Circle, Square, Triangle, square, Square, Square, Square, Square

Level 21: Circle, Circle, Circle, Triangle, X, Triangle, Circle

Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X

Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle

Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square

Level 25: Circle, X, Square, X, Square, X, Square, X

"Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press Down+High Punch at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

N20

Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options."

Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle

Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square

Infinites lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle

Access any level: Square, Triangle, Circle, Triangle, X, Triangle

Bonus Ship: X, X, X, X, Square, Triangle, Circle, Square, Circle, Square

Bonus Level Access: Square, Square, Square, Triangle, Circle, Triangle, Square, Square

Water Effect On: Circle, X, Square, Circle, Circle, Circle, Circle, Triangle

No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X

Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle

Level Passwds:

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this menu, scroll until you see "enter code." Now access this option and enter any of the following level passwords:

Level 2: Circle, X, X, X, Square, Circle, Square, X

Level 3: Circle, X, Circle, Circle, Square, Triangle, X

Level 4: Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square

Level 5: Square, Triangle, Square, Triangle, Square, Triangle, Circle

Level 6: Square, Square, Circle, Square, Triangle, X

Level 7: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle

Level 8: Square, Circle, Circle, Triangle, Triangle, Square, Square

Level 9: Square, Circle, X, Triangle, Square, Square, X, Circle

Level 10: X, Triangle, Square, Circle, Triangle, X, X, X

Level 11: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle

Level 12: Circle, X, X, X, Triangle, X, X, Square

Level 13: Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle

Level 14: Square, Square, Triangle, Circle, Circle, Triangle, Circle, X

Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle

Level 16: Circle, Square, Triangle, X, Circle, Circle, Square, Circle

Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle

Level 18: Triangle, Circle, Circle, Circle, Square, Square, X

Level 19: Square, X, Circle, Square, Circle, X, X, Triangle

Level 20: Circle, Square, Triangle, square, Square, Square, Square, Square

Level 21: Circle, Circle, Circle, Triangle, X, Triangle, Circle

Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X

Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle

Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square

Level 25: Circle, X, Square, X, Square, X, Square, X

NFL GameDay '99

Easter Eggs



from the Main Menu Screen, highlight and access the Options.

1 On the Options Menu, highlight and access the Easter Eggs Option.

Now choose to add and put in any of the codes as shown:

CREDITS - Shows game's credits

EVENT TEAMS - Teams are evenly matched.

BIG BALLS - Huge football

HAMSTRUNG - Blow a hamstring after using speed burst.

WEAK - Bad coverage

BLINDERS - No penalties

BIG HITS - Harder tackles

STEEL LEG - Kick longer field goals

STICKER - Tighter coverage

ITS IN THE FPS - Frame rate changes

PRIME TIME - More celebrations

TELE TUMMY - Have TV on players' chest

DAVIS - Better running

ROCKET MAN - Longer dives

BOBO - Players' last names are all Bobo.

PRESIDENTS - Players' last names are all ex-presidents.

EURO LEAGUE - Players' last names are all European.

SPORTS - Players' last names are all 989 Sports personnel.

RED ZONE - Players' last names are all Red Zone players.

HOOPS - Players' last names are all basketball players.

FLEA CIRCUS - Tiny players

GRUDGE MATCH - Different-colored field and no goal posts

PLAYING CARDS - Flat 20 players like cards

FLAT LAND - Flat players

BUNYON - Short, stocky players

POP WARNER - Skinny, kidlike players

SLIDESHOW - After the game, see all the cheerleaders.

HOT SHOT - Faster passes

GD CHALLENGE - Harder CPU

CPU SCORES - Better CPU offense

CPU STUFFS - Better CPU defense

MIND READER - CPU knows what formations to use on your play.

Coffee BREAK - Faster game speed

SWIMMERS - Better swim mode

PUPPETS - Players have strings attached to them.

STAMINA - No fatigue

Gary Criswell
Middleburg, FL

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ATLUS
GAMES



**OCT
#1**



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

The logo for Bomberman World features the word "BOMBERMAN" in a large, stylized, red-to-yellow gradient font with a 3D effect. Below it, the word "WORLD" is in a blue-to-purple gradient font, also with a 3D effect. A blue bomb character with a lit fuse is positioned to the left of the "B" in "BOMBERMAN". To the right of "WORLD" is a large, jagged starburst graphic in red and yellow. The entire logo is set against a dark background with a subtle pattern of stars and planets.

**The
Ultimate
5 Player
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Game!**

**AVAILABLE
EXCLUSIVELY FOR THE
PLAYSTATION®
GAME CONSOLE**



Brain Teasers

Super Puzzle Fighter 2 Hidden Characters

Now you can access the hidden characters in Puzzle Fighter 2. If you haven't already found them in this game, we've done the work for you. Just go to the Character Select Screen and highlight Morrigan. Now hold the Select button. Then follow the instructions and enter the following codes for each character as shown here:

For Akuma press:
Down, Down, Down, Left, Left, Left, and then any button.

For Dan press:
Left, Left, Left, Down, Down, Down, and then any button.

For Devil press:
Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."

For Hsien-Ko's Paper Taltzman: move the cursor to the right one square and then hit any button.

For Anita: move the cursor to the right two squares and then hit any button.

Tetris Plus Stage Select

A great way to skip to various puzzles within the game is by accessing the Stage Select. Just select Puzzle Mode as your game at the Select Mode Screen. Then go into the Password Option and enter the block code: Light Blue, Pink, Green, Light Blue, Pink, Green using the D-pad. After entering this Stage Select will appear. Now you can choose from various levels of puzzles by using the D-pad to select the stages. Also, after playing in your chosen stage, you can go back to the Stage Select by pressing the Start button within a game.

Bust-A-Move 2

Another World
When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press R1, UP, L2, Down. A little character will appear. The right-hand corner of the screen. Highlight Game Start and choose the Game Select Option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will be trying to complete a brand-new set of puzzles that are similar to the originals.

Triangle, X, Circle
Level 26: Square, Circle, Circle, Circle, X, Circle, X, X
Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle
Level 28: X, X, Circle, Triangle, Square, Circle, X, Square
Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle
Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

Nanotek Warrior Various Game Cheats

Press Start to pause during the game and enter any of the codes:
Stop your ship: **Triangle, Left, Triangle, Right, Triangle, Up, Triangle.**
Start Stop your ship at any time by pressing **Triangle.**
Enable your Memory Card: **Left, Right, Left, Left, Left, Circle, L1, X.** This allows you to save a game onto the memory card.
A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by cutting out. Then you will be put into the modified Password Screen from where you may save.
Access Full Shield: **Select, Circle, Right, Up, Up, L1, L1, X.** This allows you to gain full shield capacity.
To access Warp Sim: **Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X.** This allows you to simulate the speed bursts of the warp zones.
Lock-On Lightning Bolt
When you finish the game on the hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just enter the following Password Option from the Main Menu Screen and enter:
X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship all souped-up with spread lasers and the new lightning bolt weapon which can be used with the Circle button.

NASCAR 98 Various New Cars

These tricks affect the type of car you have or add a new effect to it.
EA Sports Car: This trick can only be done in Exhibition Mode. Go to the Race Setup/Car Select Screen and highlight the Kenny Wallace car. Hold X and press Up then Down.
Fast Car: Go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up.
Privateer Car: This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labonte's car. Hold X and press Up then Down.

NCAA Football '98 Cool Codes

At the User Records Screen, enter one of these names to release a cheat.
ELECTRIC: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: 112 Teams in Poll
GB SPEED: Fast Players
COOLSITE: Show All Stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburion Team
SHORT QUART: 15-second quarters

Need For Speed III Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:
SPOILT: This gives you all the regular cars and tracks.
SEALL: New camera views are now available (go to the Cameras Option).
PLAYTM: Toy Room Car Bonus Track
XCNB: Cavens Underground Bonus Track
XCNTRY: Auto Cross Canyon Bonus Track

MINBEAM: Space Race/Space Station Bonus Track
GLDFISH: Scorpio-7 Underwater Bonus Track
MCITYZ: Empire City Bonus Track
1JAGX: Open the Jaguar XJR-15 bonus car
AMGNRC: Get the Mercedes-Benz CLK GTR
El Nino Car
From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the password **ROCKET.** Press Start to see a confirmation that you have access to the El Nino car. Go back to the Game Setup Menu, choose all the options you want and then press Start. Choose your track and press Start again. On the Player Car Screen, scroll through the choices until you see the El Nino car.

Do these codes immediately after you press Start on the "Race" Screen (Right before it loads in the level):
Horn Creak: Press and hold
Select + R1 + L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash!
Police Talk: This makes the cops talk differently in Hot Pursuit Mode.
Different Accent: **Up + R1 + L2**
German: **Up + R2 + L1**
Spanish: **Down + R2 + L1**
Italian: **Left + R2 + L1**
French: **Right + R2 + L1**

NFL Xtreme Player Alterations

From the Main Menu Screen, choose the Rosters option. In the Rosters Screen, choose "CreateFreeAgent."
On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:
BIGHEAD BOBBY: All players have huge heads.
GEORGE GIRAFFE: The quarterback has a long neck.
LAMEBOY LENNY: All players walk around like they are lame.
MONKEY MICKY: All players have huge arms.
TINY TOM: All players are tiny.
You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

Ogre Battle Hidden Stage

When asked by Warren to enter your name, put in **FIRESEAL** on the Password Screen. Go through the questions, and after a little loading, the Menu Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game.
Music Test
Enter your name as **MUSIC/ON.** The game will load and the Music Mode Screen will appear.

Pitfall 3D Awesome Password Cheats

At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:
GIVEMELIFE: Adds 10 lives to the next game launched.
PLAYMOVIES: Plays all movies.
PITFALLCOMIC: Plays all of the original comic-style cutscenes.
STEVECRANEME: Gives the player 99 lives.
2DHARRY: Causes Harry to be displayed in 2D.
ZEROHARRY: Causes Harry to float and twist in the game.
BIGHEADHARRY: Makes Harry's head really big.
STOPTALKING: Turns off in-game quips.
CREDITS: Password to gain access to the Credits screen.
Special Credits Screen
Holding R1 at the end of the last credit

("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

ReBoot Many Great Cheats

At the Main Menu Screen, where it says "New Game," enter one of these codes quickly. (Note: Free Shields and Full Glitch Energy do not work with each other. Enter only one at a time):
Free Shield with Every Glitch Pick-Up:
Down, R1, Left, Right, L2, R2, Left, Right, Up
Full Glitch Energy: **Right, L1, Up, Right, Down, L1, R1, Up, Down, Left, Play as Enzo: Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**

Pocket Fighter

Play as Akuma and Dan



1 These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move Left of Ryu to find Akuma and move Right of Ken to find Dan.

Red Asphalt Various Game Cheats

If these codes are entered correctly, you should hear a sound. Enter these codes at the in-game Pause Menu:
Invincibility: Hold R1 and R2 and press Up, Left, Right, Down, Triangle, Square, Circle, X.
Infinite Weapons: Hold R1 and R2 and press Left, Up, Right, Down, Square, Triangle, Circle, X.
Unlimited Nitro: Hold R1 and R2 and press Down, Down, Down, Circle, Circle, Circle.
Enter these codes at the Main Menu Screen:
Big Cars: Hold R2 and L2 and press Up, Up, Up, Square, Square.
Play as Boss Cars: Hold down L2 and press Left, Right, Down, Up, Square, Circle, X, Triangle.
Unlimited cash: Hold L2 and R2 and press Left, Right, Right, Right, Square, Square, Circle, Circle.

Resident Evil 2 Get Secret Character Hunk

Beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the character for a hidden game!
Hidden Rebecca Chambers Pic
In the S.T.A.R.S. office, inside the police building, inspect the desk to the far left of the room that says, "It's trashed. Someone must have searched it!" when you examine it. Examine the desk 50 times; you'll notice that you can then pick up a roll of film. Take it to the 3rd Room and examine it. It will turn out to be a picture of Rebecca Chambers.

Continued on Page 58

NAME:
RIPLEY
ELLEN



DUE SOON

ALIEN
RESURRECTION

THE GAME

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from the first Resident Evil game, in a basketball uniform.
Get Secret Character Tofu
 This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.
Alternate Costumes
 You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the Police Department. When you get to the gates of that place, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first-floor room below the stairs on the west side of the Police Department. Open it to find new costumes for Claire and Ada, which will give you a slight edge in terms of beating the game.

San Francisco Rush

Extra Cars

Select your track and vehicle. Next, choose your transmission and hold one of these on the Loading Screen:
R1: Buggy Car
L1: Mini-Truck
Triangle: U.F.O.
 (Note: You must hold one of these buttons for the entire time the game loads the level.)

Shipwreckers

All Level Passwords

These level passwords work for any level of difficulty:
 1-2: Ship, Skull, Fish, Anchor, Ship, Anchor, Ship
 2-3: Ship, Anchor, Skull, Ship, Anchor, Fish
 1-4: Skull, Ship, Fish, Anchor, Anchor, Ship
 2-1: Fish, Fish, Anchor, Ship, Skull, Anchor
 2-2: Skull, Anchor, Anchor, Fish, Anchor, Ship
 2-3: Fish, Anchor, Ship, Ship, Ship, Skull
 2-4: Anchor, Fish, Ship, Skull, Skull, Fish
 3-1: Ship, Skull, Skull, Fish, Anchor, Ship
 3-2: Fish, Skull, Anchor, Fish, Skull, Fish
 3-3: Fish, Fish, Ship, Skull, Fish, Ship
 4-3: Ship, Anchor, Ship, Fish, Anchor, Fish
 4-1: Skull, Skull, Anchor, Ship, Fish, Fish
 4-2: Ship, Anchor, Skull, Fish, Fish, Anchor
 4-3: Skull, Ship, Skull, Skull, Fish, Ship
 4-4: Ship, Ship, Fish, Ship, Ship, Anchor
 5-1: Anchor, Ship, Fish, Skull, Fish, Ship
 5-2: Fish, Ship, Anchor, Skull, Ship, Ship
 5-3: Ship, Fish, Skull, Anchor, Anchor, Skull
 5-4: Skull, Ship, Anchor, Fish, Ship, Skull

Skullmankeys

Super Cool Passwords

These passwords give you access to different levels of the game with many lives to boot! Go to the Password Option from the Main Menu and enter any of the codes as shown:
YNT Woods/72 Lives: X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square
YNT Mines/72 Lives: X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1
YNT Eggs/10 Lives: Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square, Triangle, Triangle, X, Square, Triangle, Circle, X, Square
Elevated Structure of Terror/74 Lives: Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X
Evil Engine #9/47 Lives: R2, R2, Triangle, L2, L1, R1, L2, L1, R2, Triangle, X
Evil Engine #9/60 Lives: R2, R1, L2, L1, R2, L1, R1, R2, L2, L1, R1, R2, R1, L1, R2, R1, L2, L1, R2, L1, R1, L2, L1, X, Triangle, L2, L1
Shards/71 Lives: R2, R1, Circle, L2, R2, L1, R1, L2, Triangle, L2, Square, Circle
Castle De Los Muertos/63 Lives: R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R1, R2, L2, L1, R1, R2, L2, L1, R2, L1, L2
Worm Graveyard/30 Lives: R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle
Monk Rushmore/31 Lives: R2, L2, R1, L1, R2, L2, R1, X, L2, L2, X

Monk Rushmore/55 Lives: R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2
 Skullmonkey's Gate/54 Lives: R1, L1, R2, L2, L1, R2, L2, L1, R2, L2
 Skullmonkey's Gate/61 Lives: L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X
 Skullmonkey's Gate/84 Lives: L1, R1, R2, L2, L1, L2, R2, R1, L2, R2, R1

Soviet Strike

Ammo, Fuel, Attempts, Etc.

These codes will give you some incredible cheats. Go to the Load/Save Option and choose Enter. When the password box appears, put in:
IAWMOMAN: This code replenishes armor to 1,500 after reaching zero.
MOUNTAINDREW: This replenishes fuel back to 100 after it hits zero.
NOSFERATU: Start the game with seven attempts instead of three.
THEBIGBOYS: This code gives you infinite ammo, fuel, attempts and double the damage.
GHANDI: All enemies and civilians follow your chopper around.
ANGRYLOCAL: The locals are invincible and try to kill you.
SADISSA: Start with four attempts.
EARTHFIRST: Infinite fuel.
QUAKER: Peaceful world.
NIGHTGHOUL: Infinite Ammo, Fuel and Invincible Chopper.
FUGAZI: Infinite Ammo, Fuel and Attempts

Speed Race

Course Select

At the Course Select Screen, do these codes:
Hint-Only Race: Hold R1 + R2 and press X.
Day-Only Race: Hold L1 + L2 and press X.
Dusk-Only Race: Hold R1 + R2 + L1 + L2 and press X.
Two Extra Views
 During a race, press Start to pause. Press Right five times, then Left five times. Unpause the game and use the zoom buttons to get additional views.
Smash the Start Sign
 Activate the Rotary Saw on either the Mach 5 or the Demon. Then use the Auto Jacks to attack the sign.

Street Fighter Collection

Play As Cammy

Cammy is hidden on the second CD. To get her, play through with M. Bison and get a first-place score. Enter your initials as CAM. She'll now be available in the Versus Mode only. To get her, highlight M. Bison and press Start twice over him.

Tennis Arena

New Characters and New Court

As soon as the "Smart Dog" logo appears, press Up, Down, Left, Right, then Start. You will hear a man's voice say, "Yeh." On the Player Select Screen, you will see that two new characters have been revealed: Nick McKenzie and Mishka Kocher. On the "Select a Court" screen, move the control pad left until you see the new Canyon court!

Test Drive 4

Game Secrets

These are several codes to work on. However, you must first race a track and get a course record. Enter these codes as your name to get:
KNAKED: Bonus tracks
SADSAUGS: Bonus cars
WHOOOOSH: A nitro boost every time you hook your horn.
MJCM.RC: Small RC cars
 For any of these codes to work, you must have the timer and traffic options clicked on.

Theme Hospital

Level Passwords, More

From the Main Menu, access the Password Option. Enter the codes for the levels as shown:
 Level 2: X, Circle, Square, Triangle, Triangle, Circle, Square, X

Level 3: Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle
 Level 4: Square, Triangle, Circle, Square, X, X, Triangle, Circle
 Level 5: Circle, Triangle, Square, Circle, X, Triangle, Circle, Square
 Level 6: Square, Triangle, Square, Circle, X, Square, X, Circle
 Level 7: Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle
 Level 8: X, Triangle, Square, Circle, Triangle, Circle, Square, X
 Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fast start.

Tomb Raider

Access to All Weapons

Go to the Inventory Screen by pressing Select. Now press the following: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press X. Go back into the Inventory Screen with Select. Done!

Tomb Raider

Unlimited Hit Points

While playing Tomb Raider, if you are low on hit points, just find a save point and save the game. After you do this, press Start and choose "load game" and load the game that you just saved and you will have full hit points!

Triple Play 99

In-Game Cheats

To get this plethora of cheats to work, press and hold L1 + L2 + R1 + R2 while doing each code. Enter any of these when in the Cheat Menu:
 Cheat Home Run: Triangle, Square, Triangle, Circle, X, Square, Left, Right
 Cheat Strike Out: Up, Down, Triangle, Square, Triangle, Circle, X, Square
 Cheat Crowd Comment: Up, Triangle, Down, X
 Cheat Weather Comment: X, Down, Triangle, Up
 Cheat Sponsor Comment: Left, Square, Right, Circle
 Cheat Stadium Intro: Down, X, Right, Circle
 Cheat Crowd Applause: Triangle, Up, Up, Triangle
 Cheat Crowd Cheer: Square, Left, Left, Square
 Cheat Crowd Ooh: X, Down, Down, X
 Cheat Boo: Circle, Right, Right, Circle
 Cheat User Cam: Right, Left, Up, Down, Right, Left
 Cheat Overview of Batter: Left, Square, Up, Triangle
 Cheat Nickname Game: Circle, Right, Square, Left
 Cheat Historical: Up, Triangle, Right, Circle
Credit Sponsors
 Press and hold L1, L2, R1 and R2 and enter any of these codes to hear the names of people from the staff that made Triple Play 99:
 Jen Cleary: Up, Up, Up, Up
 Bob Kiss: Down, Down, Down, Down
 Bob Skiff: Left, Left, Left, Left
 Darren Stone: Right, Right, Right, Right
 Mike Raymer: Triangle, Triangle, Triangle, Triangle
 Stan Tung: Circle, Circle, Circle, Circle
 Rob Anderson: Square, Square, Square, Square
 Ryan Pearson: X, X, X, X

Turbo Prop Racing

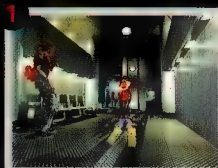
All Boats, Courses, Etc.

Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: is a space that goes before some of the codes. To unlock all of the boats enter: boa
 To view all of the full-motion video sequences enter: str
 To unlock all of the Day courses enter: day

Resident Evil 2: Dual Shock ver.

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode.
 1 Then, you have to beat Extreme Battle on Level 1, which will let you play as Ada.
 2 After you get her, a Level 2 difficulty will become available.
 3 Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!





SIR DANIEL
FORTESQUE

~

715-747 A.D.

847-

MEDIAEVIL™



TEEN
T
RATED
13+
PARENTS
STRONGLY
CAUTION
CHILDREN

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LOOKS LIKE SOMEBODY WOKE UP ON THE WRONG SIDE OF THE COFFIN.



It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

MEDIEVIL™

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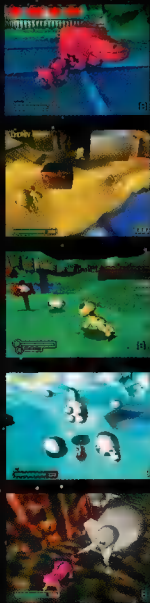
IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.

A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.

You can't get over this hump, full of explosives and ready to blow.

Packs nuclear power in his pouch and in his punch.



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ARE NO PETTING ZOOS.



A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.

A high-speed husky on skis who hates penguins and often flips his wig.

Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.

A deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

SPACE STATION SILICON VALLEY

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

Supersonic Codes

To unlock all of the Night courses enter: **nit**.
To unlock all Mirror courses enter: **rrim**.
All boats are now ducks enter: **qak**.
To get access to the hurricane boat enter: **hurrr**.
To unlock all of the Fractal Tracks enter: **frac**.
To always finish in first place enter: **winnr**.

Vigilante 8 Secret Moves

Every weapon has two secret moves. One move for each weapon is revealed in the manual. Here are the rest.
Interceptor Missiles: Halo Decoy:
Up, Up, Down, Fire Machine Guns Cost = two missiles.
Bull's-Eye Rockets: Stampedede:
Up, Down, Up, Fire Machine Guns Cost = five rockets.

Sky Hammer Mortar: Turtle Turnover:
Down, Down, Down, Fire Machine Guns Cost = two shells.

Brusar Cannon: Cow Puncher:
Down, Up, Up, Fire Machine Guns Cost = two shells.

Roadkill Mines: Cactus Patch:
Left, Right, Up, Fire Machine Guns Cost = one to six mines.

Lighter Cars, Invincibility, Same Vehicle, Increase Difficulty and No Enemies

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **RACE, GRAVITY**. The vehicles will jump higher.

Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **WREST, OF ALL**. Your opponents will now be more aggressive and the game will be more difficult.

Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **I, WILL, NOT, DIE**. You will now be invulnerable to all hits.

Same Vehicle—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME, CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.

No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **GO, SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball 99 Easy Outs

In the middle of a game against the computer, get to the part of an inning where you're playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!

VR Powerboat Racing Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any of these names for:

COMPACT: Tiny boats

DEFORM: Huge boats

EXPLODE: Big engines

SPEED: Faster boats

From the Main Menu, go to the Password Option and enter one of these codes at the Password Screen for:

CUP: Championship Mode

L.R. Slalom Course
U.G. Mines level
PLA: Hidden Monohull boats
MIN: Minnow-level Catamarans
IKK: Pike-level Catamarans
CUD: Barracuda-level Catamarans

WarGames: Defcon 1

All One-Player W.O.P.R. Levels
From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the two-player: W.O.P.R. Co-op. Now go to the Select Mission Option. Highlight and choose Level 2. Now enter this button sequence: **Circle, X, Circle, Circle, X, Circle, X, X, Circle**. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-Player: W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open. Choose your starting level and you're on your way!

WipeOut XL

Various Chats
Hold down L1, R1, Select and enter the following in the relevant menus:
Pregame Menu:
Phantom Class: **Triangle, Triangle, Circle, Square, Circle, Triangle, Circle, Square**

When in the Game and Paused Machine Gun: **Square, Circle, X, Square, Circle, X, Triangle**
Infinite Energy: **Triangle, X, Square, Circle, Triangle, X, Square, Circle**
Infinite Weapons: **X, X, Square, Square, Circle, Circle, Triangle**
Infinite Time: **Triangle, Square, Circle, X, Triangle, Square, Circle, X**
Challenge Race Types

Enter these passwords at the Password Screen to get:

Challenge 1: **Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Circle, Square, Square, Square, Triangle, X, Square**

Challenge 2: **Square, Circle, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, Triangle, X, Circle, Circle**
Then access "Race Type" and you will see the Challenge Option under the other races.

WWF War Zone

Play as the Trainer/Big Head Mode
On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them that you started:

Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

X-Men vs. Street Fighter Play As Akuma

In case you don't know where he's hidden, go to the Player Select Screen and highlight any of the top characters (Juggernaut, Dhalism, etc.). Now press Up. The hidden box with Akuma's face will appear, and you can play as him in any mode.

Tag Team and Full Combo Gauge
Now there's finally a way to win characters in the middle of the game! On the Main Menu Screen, quickly press **Triangle, Triangle, Right, Circle, L1**. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press **Start**. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player one picks Ryu and then Ken, player two must pick Ken and then Ryu. Once you do this, choose your characters and go into the game. To switch characters in the middle of play, press **L1 + R1** simultaneously. If you configured the buttons differently, press both **H.Punch** and **H.Kick** buttons at the same time to switch.

Continued on Page 65

TOCA: Touring Car Championship

Many Cool Cheats



1 Access the "Enter Name" Screen.

2 Use one of the codes listed below when naming your driver, then the game will announce, "Chet Mode enabled!" and enter your name as normal.

JHAMMO - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEN - To obtain TOCA Showdown, mirrored championship
CMMOHTS - Disable collision detection
CMTASTS - Staring Sky Mode
CMTAON - Cartoon background
CMDISCO - Volcanic track
CMDOPTER - Helicopter view

CIMGARAGE - Bonus tank
CMCHUN - Go-kart Mode
CMLOGRAV - Low gravity
CMRAINPU - Reverse falling rain
XBOOSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode
CMDISCO - Gives multicolored fog

Alien Trilogy**Invincibility, All Weapons**

To gain Invincibility and All Weapons in a game, enter the following passwords at the Password Screen and then begin your next game. For All Weapons enter:

UNLIMITEDGUNS

For Invincibility enter: **FVNGYK18B0N**. If entered correctly, "CHECKS ACTIVATED" should then appear on the Password Screen. Then you can begin your game. Both passwords can be entered in the same game.

Unlimited Ammo, Stage Select

At the Password Screen, enter: **FILLMPOCKITS** and then go into the game for Unlimited ammunition. Also enter: **FLYT07?** Except don't enter in the question marks. Instead, punch in the level you wish to play in. For example, enter: **FLYT07?** This will bring you to Level 17. There are a total of 34 levels and #35 is the Ending sequence.

Battle Arena Toshinden URA**Hidden Characters, Weapons**

Enter these codes at the Title Screen while the "Start" is flashing. Note: These codes need to be entered in the following order to work: Repi/Wolf: A, B, Z, X, Y, C
Special: A, Z, C, X, B, Y
Venom/She: A, Y, C, X, B, Z

Bust-A-Move 3**Another World**

At the Title Screen, when "Press Button to Start" is flashing, press **A, Left, Right, A**. A tiny picture of the final Boss will appear in the lower right-hand corner of the screen. When you begin the One-Player Mode, you will have activated Another World!

Daytons USA: CCE**Mayor Mode**

At the Course Select Screen, press and hold **X+Y+Z**. Then select your track with **A** or **C**. At the Course Select Screen, the words "Mirror Mode" should appear on the left side.

Supercar and Two Horses

For the Supercar Daytons USA, press **A+Y+Z+R** button and then press **C** to select your game. Daytona will appear at the Car Select Screen.

For Uma enter the Daytona Code, return to the Main Menu and hold **X+Z+L** button. Press **C** to select your game.

For Uma 2 enter the Uma code, return to the Main Menu and hold **L** button + **Right** button + **Y+Z**. Press **C** to pick your game.

Dragon Force**Debug Mode**

To access this, begin by turning on the system. While the game is booting, press and hold: **L** button + **R** button + **X+Z+Start**. Then when at the Title Screen (while still holding those buttons) press **Down, Hold, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right**. Let go of the **Start** button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Begin your game to find a Debug Option at the Map Menu and other menus.

Earthworm Jim 2**Infinite Lives and Energy**

Just press the **Start** button on controller one to pause the game and enter: **Left, A, C, Down, X, Y**. Do this to increase your Energy and **Y, A, Right, Down, Down, A, Left, Right** to increase your number of lives. Your energy will increase to 100 percent and lives will max out at nine! You will still lose life and energy. But when this happens, just enter the codes in again, as before. Therefore, your energy and life is infinite!

Fighters Megamix**Hyper Mode**

To get a special boost in the game, play 100 rounds. You will be able to access Hyper Mode.

Play as Secret Character Meat

To access Meat, load the game up to the Title Screen and then turn off the machine.

Do this at least 30 times. Now go back to the Character Select Screen and highlight Kumachon. Choose with **X** to play as the new character.

Fighting Vipers**Options Plus Menu**

Finish the game in Normal difficulty. This menu will be selectable on the Start/Options Screen. **Play as B.M. and Mauler** Finish the game on the hardest difficulty with any character, and they will be selectable on the Character Select Screen by scrolling past the visible list of characters.

Play as Kumachon

On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler.

Big Head Mode

Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This opens up one of the question marks in the Option Plus Menu, which will be Big Head Mode.

No Walls Mode

Get an "OK" by every move for every character in the Training Mode. This will open up the second question mark.

Gex**Get to Rez**

From the Title Screen, access the Password Option. On the Password Screen, put in the code: **CZYDRHY**. Now, all of the levels will be complete. Go to the main game and enter right through the middle of it. This will bring you to Rezipolis. Go to the last entryway and you will be in Reiz's lair. Here you will find the last Boss!

Guardian Heroes

99 Continues in Normal/Hard Mode Before you begin the game, access the Option Menu from the Title Screen (where it says **Start** Mode, Versus Mode and Option Mode) and change the DIP Switch level to Easy. Then press **Start** to exit. Select the player that you want to fight with, and start the game. When the game starts, or during any point in the game, reset the game by pressing **A, B, C** and the **Start** buttons simultaneously. Now, at the Title Screen, select Options again and choose the DIP Switch Option. Change the DIP Switch to the Normal or Hard Mode. Exit the Options and back at the Title Screen, select Load Game at the lower part of the screen, where it should read how many continues you have left (99) from the Easy level. You have essentially fooled the computer into thinking that it is still playing the Easy Mode. Now when you begin your game, you will be playing the Normal or Hard Mode with 99 continues!

House of the Dead**Secret Players**

To pick the level you want to start at, the number of lives—even the color of blood—do the following.

At the Main Options Screen (where you can choose between Arcade Mode, Saturn Mode, etc.), press **L, R, L, L, R** buttons. You should hear a jingle. Next, hold the **L** and **R** buttons, choose a mode and press **Start**. You should see the Debug Menu.

To use Sophie and one of the female researchers, hold the **L** and **R** buttons at the Character Select Screen in the Saturn Mode, and press **Up, Down, X, Y, Z**. You'll know the code was entered right if you hear a sound.

Infinite Ammo/Display Score

If you never want to reload your bullets or if you want to compare scores with your friend, these codes are for you.

Infinite Ammo: While playing the game, press and hold the **L** and **R** buttons and then press **Y** 3 times. You'll hear a sound. Now just keep pressing the Fire button (or trigger) and you won't have to reload your bullets! Display Score: While playing the game, press and hold the **L** and **R** buttons and then press **X** three times. You'll hear a sound. The score will appear on the screen for both players.

Iron Storm**Multplayer Campaign Mode**

The only way you could play a multiplayer game before was within Standard Mode. Well, here's a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! Go into Campaign Mode and begin a game. Open the system file and enter the Sound Screen. Here, set the BGM to 5 and play every sound effect (that's 1 to 116, in case you didn't know) using the D-pad and **C** (Note: You don't have to listen to the whole sound. Just a second or two of each one). When finished, exit the Sound Screen and go into the Options Menu. You should now get into what you weren't able to before.

Marvel Super Heroes**Play as the Bosses**

First, you must beat the game and save it in the Backup Menu. Now play Arcade Mode with the Shortcut Options off, so the players' pictures are there. Now go to the Player Select Screen and do the following tricks to access these secret characters:
Dr. Doom: Press **Down**, then hold **Down** and press and hold **A**. With **A** held, press and hold **B**. With **A** and **B** held, press and hold **C**. Do this in succession with **Down** held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Dr. Doom!
Thanos: Press **Up**, then hold **Up** and press and hold **Z**. With **Z** held, press and hold **Y**. With **Z** and **Y** held, press and hold **X**. Do this in succession with **Down** held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Thanos!

Panzer Dragon Saga**Hidden Rooms**

There are a pair of hidden rooms filled with tons of goodies, in the URU Underground Ruins. Once you have beaten this level, go to the ruins with your dragon and make your way down one level to level B2F east. Once there fly to the large room to the north (the one with all of the unbroken windows hanging from the ceiling). Between the large room and the hallway is a shadowed space that you can target and enter. Once you enter you will find yourself in a secret area marked B7F. Here you will have to leave your dragon behind and go forward on a floater to gather all of the cool stuff. In order to get everything, you must go back and forth to this area five times. On one of the branches you will even find an entrance to a second hidden room, B7Ff.

Quake**Quick Options Codes**

At the Main Menu Screen, access the Options Screen and enter these codes to get the following:
All Weapons Added: With "Customize Controls" highlighted, quickly press **R, X, L, Z, L, R, Y, L, R, Y**.

Paul Mode: With "Customize Controls" chosen, quickly press **R, L, X, Y, Z, R, L, X, Y, Z**.
Easy Difficulty: With "Music Volume" selected, quickly press **R, L, X, Y, Z, R, L, X, Y, Z**. Once the code has been entered, a confirmation message will appear behind the Options Menu.

Resident Evil**Special Mode Battle Game**

This game forces you to just fight all of the monsters on a given level. First start the game normally and save at any point. Once you have saved the game, restart the system. When you come to the Title Screen press and hold **X+Y+Z** on the second controller. Then press **Start**. After the screen flashes press **Start** on the first controller and scroll through the Menu Options. You should now see the addition of the Battle Game Mode.

Sonic 3D Blast**Enable Cheat Mode**

At the Main Title Screen, hold **Up-Left+**

A+ C. While holding these down, press **Start**. Then pause within the game and press the following at the Pause Screen to:
Skip one act: **A**
Skip two acts and the Boss: **B**
Warp to the final Boss: **C**
Get an extra life: **X**
Get an extra medal: **Y**

Street Fighter Alpha 2**Rapid Fire in Training**

Access the Training Mode, and when you get to the Character Select Screen, press and hold **R** button + **Start** while you choose your character. Then let go and pick your computer opponent. When the match begins, you can hold any button that does a move and it will automatically be in Rapid Fire Mode!
Sakura's New Winning Poses To get Sakura to do some fancy victory animations any time you win, just do the following tricks: Little dance: Hold **B** as soon as you win; Kick off shoe: Hold **A** as soon as you win.

Play as Special Sakura

At the Mode Select Screen, take controller one and enter Survival Mode. Move to Sakura and press **Start**. Now press **Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Right, Up, Up, Up, Right**. Now press and hold the **Start** button. Then choose Ryu to get the special Sakura!

Street Fighter Collection**Hidden Characters**

This awesome collection has a couple of secret characters. Follow the methods below to find each one:

Play As Akuma: On Disc 1, choose the Super Street Fighter II Turbo game and on the Player Select Screen (in either Arcade or Versus Mode), highlight Ryu, hold the **L** button and then press the **R** button. Akuma's shadow will appear and you can use him.
Play As Cammy: On Disc 2, begin a One-Player Arcade game on Street Fighter Alpha 2 Gold and win the game with M. Bison, getting first place (above 30,000 points). Enter your score name as **CAM**. Now choose Versus Mode, and if you have the Shortcut Option on, you will see a list of names. The last name on the list will be Cammy. Now you can choose her as a playable character.

Tomb Raider**Level Skip**

Any time during play, press **Start** to pause. Go to the last page of your passport book. "Exit to title" and press **Z, Y, Z, Y, X, X, X**. Then **Start**. Lara will make a grunting sound. After you hear this, press **A**. This will exit to a Statistics Screen of that level. Then you will warp to the next level!

Weapons Cheat

Go to the Inventory Screen within a game and enter: **X, Y, X, Y, Z, Z, Z, Z, Y, X, X, X** and **Start**. Lara will make a "Ka-chow" noise. Then enter the Level Skip Code (see above) at the "End to Title" Screen. Lara will sound angry. Then press **A** to skip. Continue this code to complete the game. Then, begin a new game and go back to the Inventory screen and enter the Weapons Cheat Code once more. Now enter the Level Skip Code to proceed to the next level. Go to your inventory to see an added variety of weapons!

Worms**Weapons Cheat**

Go to the Weapons Option Screen. Move the cursor, so it's not highlighting any of the options, then press the **C** and **Z** buttons simultaneously—about nine times. The new weapons should appear in your weapons arsenal, in place of a few others. Note: You will have to enter the weapons cheat each time you turn on the system.

Adventure Island

Stage Select

When the coconut hits Master Higgins on the head and the Title Screen appears, press **Right, Left, Right, Left, A, B, A, B** and **B**. The World Select Screen will appear. Press **Up** or **Down** to choose an island and press **A** to start on that island.

Adventure Island II

Stage Select

Enter the code: **0 8 9 4** on the Password Screen. Now you can start on the first stage with 99 of every power-up.

Batman

Sound Test

There is a hidden Sound Test Mode. To activate it, simply press **Up and Right** simultaneously, then press **Start**. The sound test will appear and enable you to select from all of the game's audio tracks.

Castlevania: The Adventure

Secret Up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin!

Hidden Rooms

Hidden within each level are secret rooms that are filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

Castlevania II

Extra Lives

In the beginning of the game go to the Password option and there will be four boxes. Press **Up** to scroll through the different icons. Press **Down** in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select

In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press **Start** and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

Contra: The Alien Wars

Level Four on Easy Mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press **Start**. On the Password Screen, enter the code **211N**. You will be sent to the fourth level of Easy Mode with this trick. Unfortunately, the game will end after Level Four.

Final Fantasy Legend

Sound Test

To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold **Down + Select + A** for around five seconds or more.

Game Boy Camera

Hidden Game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.L. or Ball game). Instead, wait for them to go away and

play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game play. If you get your first place in the game, press the **A** button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

James Bond 007

0 of Games

Begin a new game and pick an empty life. When asked to enter your name, put in one of the following names to play the corresponding card game:

For Blackjack, put in **BJACK**.

For Sacral, put in **BACCR**.

For Red Dog, put in **REDDG**.

Jurassic Park

Level Select

At the Title Screen, where the T-Rex has its mouth open, enter the code: **Up, Down, Left, Up, Down, Right, Select**. Repeat the code again, and you'll hear an explosive sound. Begin your game and press **Start** to pause. Now press **Select** to skip over to the next level.

Killer Instinct

Play as Eyedol

On the Player Selection Screen, pick any character. On the Versus Screen, press and hold **Right** on the pad. Now press the **Select** button. **Start, B, A**. Eyedol is now playable.

Kirby's Dream Land

Special Config. Mode

At the Title Screen, press and hold **Down + B + Select**. Using the control pad, you can choose different options. On the Sound Test, press **A** to enter it so you can listen to different sounds from the game.

Secret Bonus Game

On the Title Screen, simultaneously hold **Up, Down, Left, Right, Select** at the same time. The word, "Extra" will appear. Press **Start** to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses

At the Title Screen, press **Right + Select + A + B** at the same time. Now you'll see a black cat will run across the High Score Screen. Press **Start** to begin your game and you will end up at a screen with the names of all the Bosses. Move **Right** to the star by the name of the Boss in which you want him to begin. Defeating three Bosses will let you face King Dedede!

Play Bonus Games

At the Title Screen, press **Left + II + Select** at the same time. Start a new game and go any stage. Now you will be at the bonus game of that stage!

Mega Man 5

Power-Up Arm Weapon

After you die on a stage, the Game Over Screen will appear. Press **B** to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

Mercenary Force

Level Select and Extra Starting Money

To increase your starting money from 5,000 to 50,000 yen, at the opening Title Screen press **Up, A, B** and **Select** all at the same time. To review each of the levels in the game, press **Start** after the above trick then press **Right**.

Mortal Kombat

Play As Goro

You must first complete the entire game with

any character. Now wait for the credits and "The End" to appear. Press and hold **Up + Left + Select + A** until the Title Screen appears. Let go of all the buttons, and then press **Start**.

Motocross Maniacs

Hidden Power-Ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that make faster speeds. To find them you must do a flip in the secret area in which they are located.

NBA Jam:

Tournament Edition

Many Codes Always On Fire:

At the Tonight's Match-Up Screen, press **Down, Right, Left, Right, B, A, Left**.

Super Dunks:

At the Tonight's Match-Up Screen, press **Left, Right, A, B, A**.

Nano Interceptions:

At the Tonight's Match-Up Screen, press **Left, Left, Left, A, Right**.

More Three Pointers:

At the Tonight's Match-Up Screen, press **Up, Down, Left, Right, Left, Down, Up**.

High Shots:

At the Tonight's Match-Up Screen, press **Up, Down, Up, Down, Right, Up, A, A, A, A, A, Down**.

Sloppy Court:

At the Tonight's Match-Up Screen, press **A, A, A, A, A, Right, Right, Right, Right, Right**.

Legal Goal Tending:

At the Tonight's Match-Up Screen, press **Right, Up, Down, Right, Down, Up**.

Display Shot Percentage:

At the Tonight's Match-Up Screen, press **Up, Up, Down, Down, B**.

Nemesis

Bonus Starting Power-ups

For that extra edge, pause the game once the action starts. Enter the familiar Konami password: **Up, Up, Down, Down, Left, Right, Left, Right, B, A** and **Start**. If done correctly, your ship should now have a shield, two options, missiles and a laser!

Ninja Boy

Continue Cheat

On the Game Over Screen or the upcoming Title Screen, hold **A** and press **Start**. This should let you continue your game.

Stage Select Plus

When the Title Screen appears, press **Up, Up, Down, Down, A, B, A** and **K**. Hold **A** and press **Start**. "W 1-1" will appear in the top-left corner, which shows the current stage. Use the D-pad to change the stage, then press **Start**.

Now you can choose your stage, as a bonus, you'll also start off with 80 fighters in reserve and 90 miracle kicks.

Operation C

Stage Select and Sound Test

To die on a stage, just press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B** and **Start** at the Title Screen. To listen to the sounds, press **Up, Down, Left, Right, A, B** and **Start**.

Pac-Man

Full Screen

At the Title Screen, press **Right** or **Left** to make a "hell" sign appear at the right of player 1. Now press **Start** to see the entire length of the level.

Shanghai

Special Codes

During the Code Entry Screen, you can input passwords which will display the start, turn the title upside down, and more! Try entering codes like "STF," "REV" and "MAN" to change the game's settings.

Snow Bros. Jr.

Invincibility

To become invincible in this "cool" game, do

this code. When the Title Screen appears, press and hold **Down-Left, A** and **B** at the same time and then press **Start**. No enemies will be able to hurt you!

Map Select

You can now get a Map Select Screen in which you may choose your starting level. At the Title Screen hold **Up, Select, B** and press **Start**.

Super Mario Land

Continue/Level Select

The continue is identical to the one in Super Mario Bros. Simply hold down **A** before pressing **Start**. To select any level of play, you must first beat the game and rescue the Princess twice. A Screen Select will appear next to the start prompt to let you know it worked.

Hidden Platforms

There are several areas filled with items that are impossible to reach. Now you can get them! On level 2-2, for example, it appears that the lower level is unattainable, but you can actually jump on an invisible platform! Run on to gather riches!

Teenage Mutant Ninja Turtles

Restore Energy

At any point in the game press **Up, Up, Down, Down, Left, Right, Left, Right, B** and **A** to fill up your energy supply.

Tetris

Secret Rockets, Etc.

If you are a very talented Tetris player, you can make very special things happen in both the "A" and "B" type games. In the "A" type, if you score 100,000 points, you are treated to a small rocket launching off into the stars. If you get the right of the game, you get a large one.

In the "B" type game, if you complete Level 9, you get Russian dancers filling the screen. If you score 100,000 points, you are treated to a small rocket launching off into the stars. If you get the right of the game, you get a large one.

Miss-Up Shuttle

When playing the "B" type game on Level 9, there is a way to end the game with one line left to fill. At the very moment that you drop a block to fill that last line and win the game, hit **Start** to bring up the Pause Screen. The ending will appear over it and look very weird!

Wario Blast

All Special Items

This special power-up password will give you all of the special items from the game. Even if you die, you won't run out of the specials. The password is: **2264**. This is the ultimate advantage!

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc.

Press **Start** to pause the game. Press **Select** 16 times. If you did it correctly, there will be a burning box around the left digit of your lives. Now, press and hold buttons **A** and **B**, and keep them held for the entire trick. Next, press **Left** and then press **Up**. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

Yoshi's Cookie

Extra Levels

This code will get you to higher levels in the game. First, set the music to "10" the speed to "High" and the round to 10. Now hold **Up** and press the **Select** button. The round should now say "11." Now you can advance to even higher levels by pressing the **Select** button.



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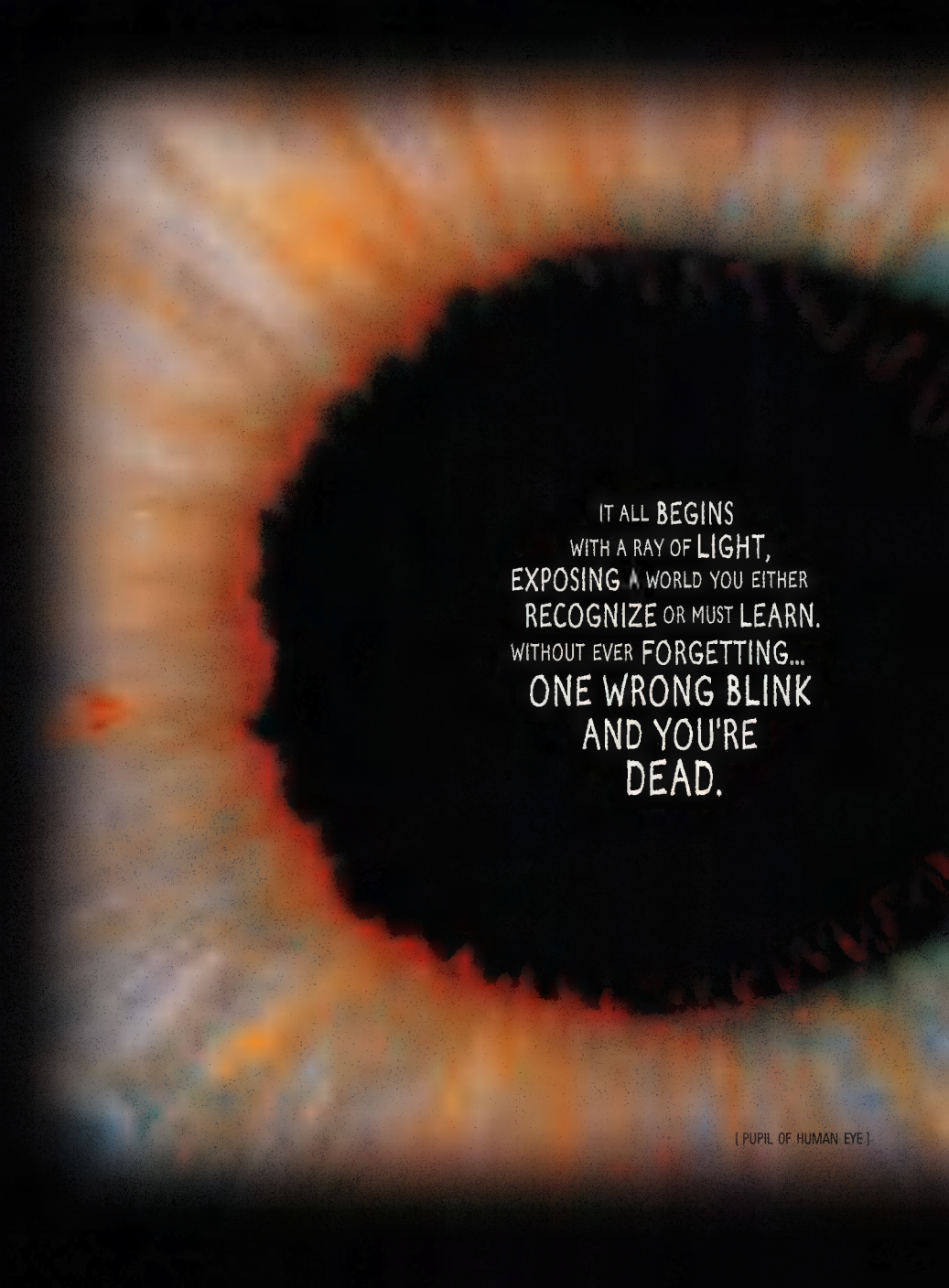


Test your memory against a friend in the 2-player "Copy Cat" mode

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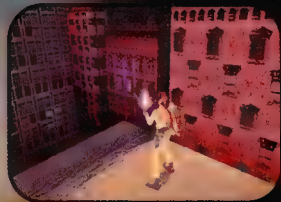
IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
ONE WRONG BLINK
AND YOU'RE
DEAD.

[PUPIL OF HUMAN EYE]

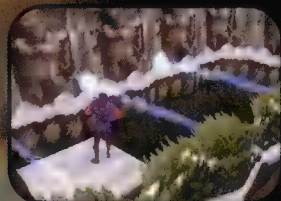


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XG Strategy
by Jim Mazurek

Perhaps one of the greatest games ever, *Metal Gear Solid* will not disappoint. Everything about the game is top-notch. The cinematics, story, graphics, effects, secrets and game-play are some of the best I've ever seen.

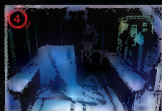
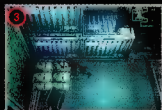
Now that you know I absolutely love the game, let me tell you a bit about the strategy. The game is flat-out easy. Don't think any serious gamer will have any trouble with it. The big challenge for me was finding all the little secrets and nuances that make the game what it is.

These "little" details are what make *Metal Gear Solid* so enjoyable, and an experience that no gamer should miss. "Believe the hype!"

Special thanks: Corey Wise for bustin' out these "Solid" maps!

Database

completion time without cinemas you must play with replay value? enough secrets? worth all the hype? # of endings? # of times beat fastest time beat hottest chickie my cameraman system publisher developer



DOCK

KEY

- = Arctic guards
- = Pausing point
- = Puddle



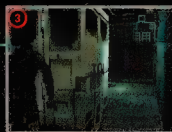
"Snake, watch out—the puddles. The guards will hear you if you run through them. Make sure to crawl, or just simply avoid them if possible."

—Master Miller

"Snake, this area shouldn't take more than five minutes. It's on an Easy level. Also, there are some general guidelines you should know about before looking at any of these maps. The guards' paths are all outlined in purple. The dots represent points where they stop to hang around by any of the dotted points. Also be aware of hazards that Master Miller will be pointing out to you."

—C. Campbell

- 1 Crawl under pipe, hug the north wall. When your path is clear, head over to #2.
- 2 Once you're here, you'll be safe from all enemy detection. Move up to #3 along the right-hand wall ASAP!



3 Hide here until the elevator descends. When the elevator opens, a third guard will be inside. Wait until he passes before you run for it.



4 If you're caught: Don't fight! Just run over and jump into the water. You'll be safe there until the guards return to their posts.



HELIPORT

KEY

- = Arctic guards
- = Pausing point
- = Security Cameras
- = Spotlights



"Snake, this area shouldn't take more than 40 minutes. It'll be an Easy level."

—C. Campbell

"Try to stay out of the snow as much as possible—the guards will see your footprints and track you."

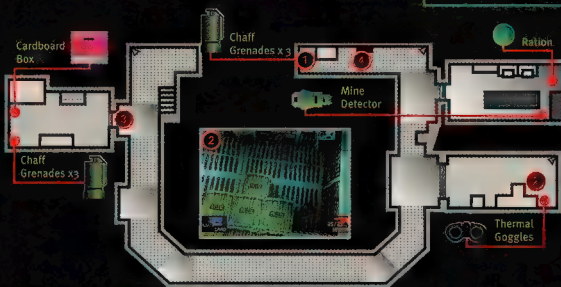
—Master Miller

- 1 Run around and get the Ration. Head up to #2.
- 2 You'll have to dodge the spotlights, cut to the left, wait until they cross then shoot in for the Chaff Grenades.
- 3 Head over to this room, but watch out for the surveillance camera. Crawl along the upper wall and grab the Stun Grenades.
- 4 Head up to the APC in the center of the map, and grab the SOCOM in the back of the truck.
- 5 The trick to getting up the steps is to hug the upper wall here, then run right under the camera, to #6.
- 6 Wait for the top guard to proceed to the left side of the building, then run and crawl into the center tunnel. The tunnel is linear. No matter which one you take, they'll both lead you to the Tank Hangar.



TANK HANGAR

Tank Hanger (Upper)



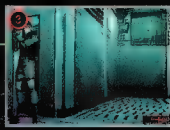
KEY

- = Noisy grate
- = Security Camera
- = Doors 1, 2, and 4



"Snake, this area shouldn't take more than three minutes. Just walk through, it's Easy." —C. Campbell

- 1 After you've crawled through the tunnels, you'll end up here. Grab the Chaff Grenades, and head past the security camera.
- 2 Make sure to stop here and get the Thermal Goggles. For some odd reason, they left this door open, but it will close once you leave the Tank Hangar.
- 3 Once you're here, shoot past the camera and head down the steps to the next map. Don't worry about all the other rooms here, you'll be backtracking a lot later on.



If you're caught: Run back up the ladder and hide! Once you touch the ladder, you're clear. There's a Ration up there as well.

SNAKE'S TECHNIQUES

SNAKE has a few important techniques you should know about.

1. **Run-and-Shoot Technique:** (This is a Solid Snake special!) Press the Crawl button while you are pressing the Weapon button, then just point in the direction you want to go.

2. **Peeking:** Press the R2 button in first-person View Mode to step to the right, and L1 button to step to the left. This is great for peeking around corners.

3. **Snapping Necks:** Press the Weapon button (without pressing the Directional button) close to an enemy. If you've no weapons equipped, you can break the enemy's neck repeatedly pressing the Weapon button (11 times) once you've him grappled.



4. **Laser Aiming Module:** Your laser will automatically track onto the nearest enemy when drawn. You do have to be in range though—it's usually about 3/4 of a screen distance.

5. **Take Out the Cameras:** Later in the game, you'll get the Nikita Launcher, which is great for shooting at Cameras or Remote Guns. If a camera's giving you a lot of trouble, take it out!

TANK HANGAR

Tank Hanger (Lower)



"Snake, this area shouldn't take more than five minutes. This area's a little tricky. Be careful, Snake." —C. Campbell

- 1 Run down the steps and get yourself into a safe position—#2 is a good spot.
- 2 Once you're here, grab the SOCOM Bullets, and head over to the elevator.
- 3 Don't worry about the Lvl 1 room to the right. You'll come back here soon. You'll need to press the button to the right of the elevator. There might be a delay, so have a hiding place in mind. Press the B1 button—it's time to go to the Cell/Torture Room.

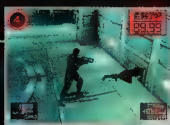


KEY

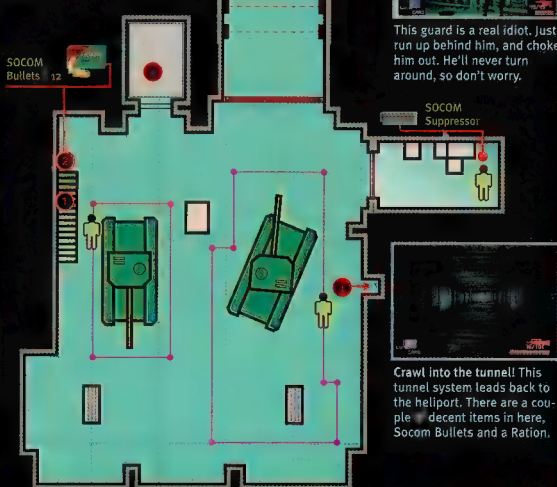
- = Light Troop
- = Infrared Beams
- = Pause points
- = Doors 2 and 5



"Snake, watch out for these infrared beams. Use your Thermal Goggles to detect them. Your cigarettes work too, but not as well." —Master Miller



If you're caught: Run over to the tunnel and crawl! He won't shoot you, but crawl fast, because if the grenades he'll be rolling in at you!



This guard is a real idiot. Just run up behind him, and choke him out. He'll never turn around, so don't worry.



Crawl into the tunnel! This tunnel system leads back to the heliport. There are a couple decent items in here, SOCOM Bullets and a Ration.

The Genome Soldiers

There are four types of Genome Soldiers you'll encounter along your mission. Treat each of them with care.



Arctic Soldier
Dressed for extreme weather, you'll first see these in the Dock.



Light Infantry Standard
Genome soldier, you'll first see these in the Tank Hangar.



Heavy Armor Troop
Fitted with thick Kevlar armor... you'll first see these in the Cell.



NBC Soldier
Shielded from harsh chemicals and gases, you will first see these in the Nuclear Building.

★ = DARPA Chief

||| = Doors 1 and 6

Frequency Table

CAMPBELL

NAOMI

MERYL

MASTERS

OTACOM

MASTERS

MASTERS

MASTERS

MASTERS

MASTERS

MASTERS

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MASTERS

MASTERS

MASTERS

MASTERS

MASTERS

MASTERS

140.85

140.96

141.80

141.12

140.15

141.52

140.48



"Snake, the Cell shouldn't take you more than 10 minutes. It's on Easy level." —C. Campbell

1 First off you'll need to run to the bottom right and go up the ladder.

2 Crawl through the tunnels and you'll end up here. Grab the Ration under the bed and head outside the cell.

SOCOM Bullets x 99

Ration

ARMORY



"The Armory is full of weapons and items you'll get later on. Remember their locations, and come back to this map later. It's a Tricky level, but shouldn't take you more than 10 minutes." —C. Campbell

1 Run over to the top-center room first. Grab the C4 and get ready to set some charges.

2 Set a charge on the two top explosion markers first. Grab all the items, then proceed down to the lower-left explosion marker.

3 Place a charge here, and run down to place

the next charge. If you're having trouble finding the walls to blow up, tap them with your hand, and listen for the distinct sound.

4 Blow up the remaining two walls with C4. The one to the right won't be accessible until later though. Make sure you're full on Rations, then proceed into the other hole you blew in the wall.

KEY

★ = C4 Discharge

■ = Noisy grate floor

||| = Doors 1, 2, 3, 4, 5, 6

--- = Infrared Beams

📹 = Security Camera

🚪 = Trapdoors

Boss 1: Revolver Ocelot

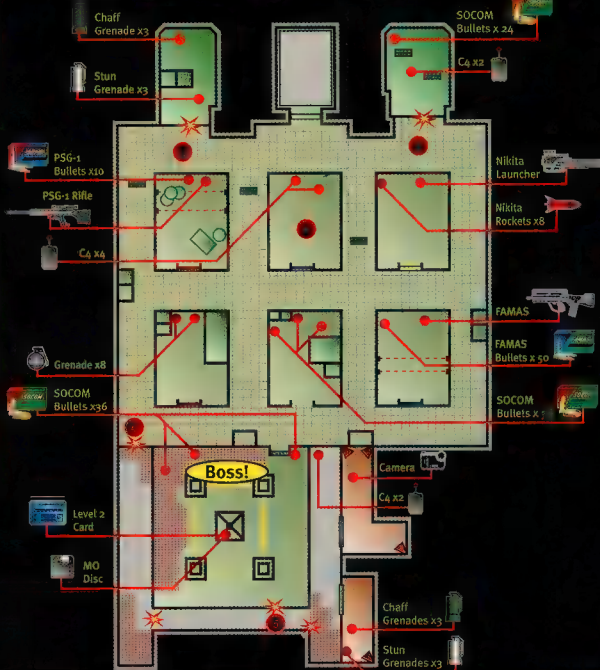


"Snake, Ocelot is sneaky. He likes to use angled shots. Use the Run-and-Shoot technique! Just follow him around and cut him off in the angles. Don't worry about conserving bullets either. If you run out, more will pop up in the corners. Don't try to use any C4 or Grenades in here. You'll set off the tripmines! Also, remember that after each Boss fight, your health and items capacities will increase. Check the back of this guide for the complete chart." —C. Campbell



• Weapon to Use: SOCOM (30 shots)
• Time to Beat: 3 to 5 minutes
• Difficulty: Medium

BACKTRACKING! After the Boss, you'll want to head back up to the Tank Hangar, and grab the SOCOM Suppressor on the lower floor. Then head upstairs to the upper right-most room. In there, you'll find the Mine Detector and Ration. Run out of there and head downstairs in front of the elevator. Call Meryl at 140-45-... she'll open the big Level 5 door for you. Proceed through the door with caution. There are infrared sensor beams all over the place. Throw on your Thermal Goggles and hug the wall to get a better perception on the beams. Once you're through them, open the next door and you'll be on the next map, the Canyon.



Now, fighting the forces
of evil costs \$10 less.



MEDIEVIL



\$10 OFF

SEARS

FUNTRONICS

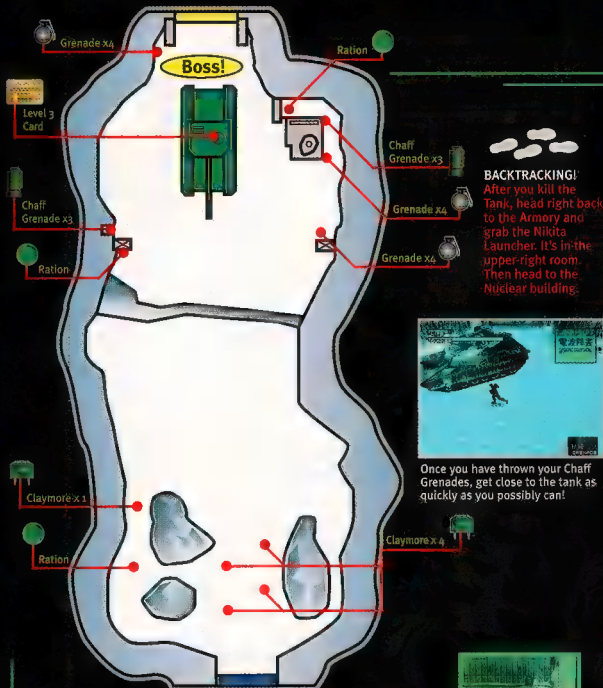


R5772780623#1000



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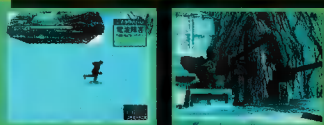


BACKTRACKING!
After you kill the Tank, head right back to the Armory and grab the Nikita Launcher. It's in the upper-right room. Then head to the Nuclear building.



Once you have thrown your Chaff Grenades, get close to the tank as quickly as you possibly can!

Boss 2: Tank (Vulcan Raven)



Make sure to pick up the Claymores first. Otherwise, you'll constantly be running into mines when you're fighting the tank. First, throw a Chaff Grenade to stop it from shooting its artillery rounds at you. Once you're close enough, it's just a matter of lobbing the grenades into the cabin hole. Don't get too close, but you have to keep moving around it. The machine gun fire should never touch you - you're running at the right angles."

—C. Campbell

- Weapon to Use: Grenades (3 grenades)
- Time to Beat: 5 minutes
- Difficulty: Easy

Metal Gear Secrets

There are tons of discoveries that I've made along my journey through this epic title. In the following pages, you'll find a compendium of some of the most well-hidden details that I think no gamer should be without. Enjoy!

Phantom Pictures?

So far, I've taken to "phantom pictures" with the camera. If you look closely at the frame, you'll see ghost images of people superimposed on the photo. I've no idea what the photos are for, but they sure are creepy. Here's where to find them:



The guard in the bathroom tinkling. (2) The yellow guard who's still twitching in the Ninja's hallway. (3) The body of the DARPA chief in the cell. (4) The Police-nauts poster in the room where you meet Otacon. (5) The mirrors in the women's restroom. (6) The world map in the PAL key room. (7) The waterfall just before Metal Gear Rex. (8) The sleeping guard in the Heliport. (9) President Baker's dead body. (10) Pictures on the north wall of Psycho Mantis' room. That's all we've found so far! Stay tuned for an update next month!

NUCLEAR BUILDING

Floor One

KEY

- = Door 3
- ▶ = Security Camera
- ⚡ = NBC Guard



"Snake, you've got to be ultra-careful in this area. You can't use weapons because of the nukes. You'll need to sneak up to the elevator with as little of intervention as possible. It'll be tricky, but it shouldn't take you more than seven minutes."

—C. Campbell

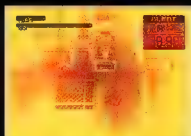
- Run up the left ramp, and grab the Ration. Scope out the building through the window.
- Crawl under door. Proceed to hug the south wall and get yourself to #3 ASAP. There are no important items here, unless you need them.
- Once you're here, wait until the coast is clear, then head over to the steps.
- Hover here until the guard on top walks to the right. Don't mess with 'em.
- Just get in the elevator and go down to B2.



You will be using a lot of stealth here. Hide in this corner until it's clear, then run up the steps to #4.



Just lay down here and you'll be fine. Neither the top nor the bottom guard will see you.



If you're caught: You'll be killed, no matter what! Gas will fill up the room and choke you to death!

NUCLEAR BUILDING



"Snake, this area is full of poison gas. Make sure to watch your Oz meter closely. You're running low, head out toward the entrance so you can regain your breath. This level is as

Tricky as they come, so be careful. It will probably take you at least 10 to 12 minutes to get through it." — C. Campbell

1 First off you'll have to destroy the computer powering up the electric grid along the main passageway. Stand here, and launch your Nikita rocket through the passageway. (If you have a tough time and need more Nikitas, go to B1 and grab 12 of them from the upper-right room.)

2 Here's your target!

3 Run down to the bottom-right room, and grab the Gas Mask! Equip it and run out of the room to #4.

4 Careful of this camera, use Chaff necessary. Proceed through the passage and watch the encounter with the Ninja.

5 Fight the Ninja!

Basement Two

KEY

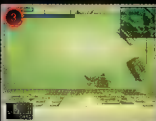
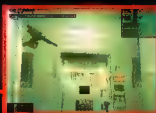
Security Guns

Electric Floor Grid

Doors 1, 3, 4 and 6

"Those cameras have guns on them Snake! Don't fiddle around them; they'll make quick work of ya."

— Master Miller



Boss 3: Cyborg Ninja

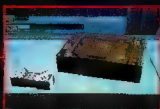
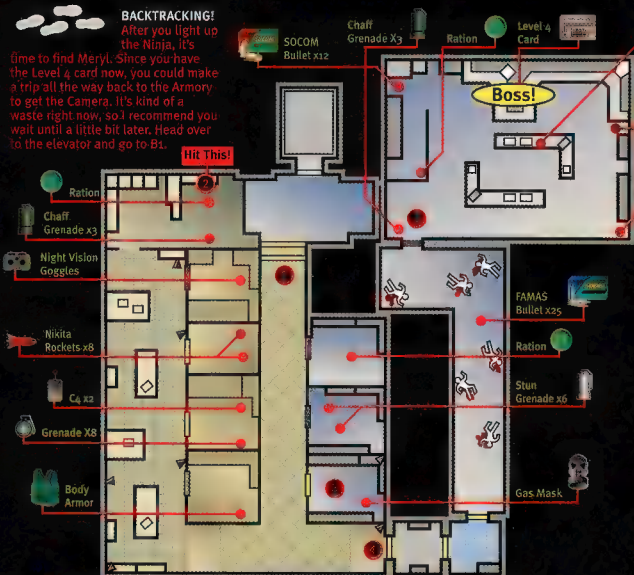


"There are several ways to beat the Ninja, Snake. First and foremost, make sure to have your Thermal Goggles equipped when he turns his Stealth on. It looks like the only effective way to fight him hand to hand. You'll need to use your 3-hit combo, and make sure you are the correct distance away to hit him. If you stay in the middle of the room, you can lure him to jump over the middle computer table after every time you hit him. When he lands from his flip, he'll be extremely vulnerable to your attacks. After you've killed him, he'll convulse in blue orb. Stay away from it and shoot him!"

— C. Campbell

- Weapon to Use: Hand to hand (60 hits)
- Time to Beat: 5 to 7 minutes
- Difficulty: Medium

BACKTRACKING! After you light up the Ninja, it's time to find Meryl. Since you have the Level 4 card now, you could make a trip all the way back to the Armory to get the Camera. It's kind of a waste right now, so I recommend you wait until a little bit later. Head over to the elevator and go to B1.



Check out the PlayStation on the center desk!

Real Gear

The level of detail Metal Gear Solid is so unbelievably high, that I think it deserves some extra-special recognition. Ever wonder if the military really uses that stuff in the game? What type of Night Vision goggles does the military really use? — the SOCOM a real gun? Of course it's real silly: it's Metal Gear Solid!



The HK Mark 23
SOCOM: Developed and produced exclusively by German gun manufacturer Heckler and Koch (one of the most respected in the world), the Mark 23 SOCOM is a truly

remarkable weapon. Fitted with a Laser Aiming Module and a flash/noise suppressor, it's every covert operative's dream weapon! While the LAM and the suppressor aren't available to civilians, the SOCOM itself is.

For a stiff \$2,000 price tag, course! (There goes your Christmas present, eh?)



A pair of the world's elite Night Vision Goggles, the AN/PVS-14. Developed and produced in the United States, by the very sophisticated and well-respected Litton

Electro Optical Systems. These dual-tube Generation II NVGs offer the highest output with the least amount of distortion for their users. Technology don't come cheap though kids. These goggles come in at a hefty \$7,000. Looks like Fox-Hound's expense account is runnin' up quite a tab!

Item Capacities

Here are all the capacity changes after each Boss is killed.

	Start	Ocelot	Tank	Ninja	Psycho	Sniper A	Hind	Sniper B	Vulcan
Life Bar	—	—	—	—	—	—	—	—	—
Ration	2	2	3	3	4	4	5	5	5
Card Lvl	—	2	3	—	5	5	6	7	7
SOCOM	25	49	73	97	121	145	169	192	217
FAMAS	—	101	151	201	251	301	351	401	451
PSG-1	—	—	—	—	16	21	26	31	38
Nikita	—	—	12	12	16	20	24	28	32
Stinger	—	—	—	—	—	20	25	24	24
Grenade	8	12	16	20	21	28	32	36	36
Stun	4	6	8	10	12	14	16	16	16
Chaff	3	6	9	12	15	18	21	24	27
Claymore	—	6	8	10	12	14	16	16	16
Diazepam	—	—	—	3	6	6	9	9	9



The secretary will call you an ambulance as soon as she dislodges her head from your radiator.



Feel the rush once again as you check out treacherous short-cuts, air-launching jumps, and skyscraping tracks while

RUSH 2

Extreme Racing USA



shredding asphalt in eight new cities, including New York, Hollywood, Honolulu and Las Vegas. Don't just break the speed limit. Smash the sound barrier.

From the makers of the #1
Nintendo 64 hit, San Francisco Rush.



Discover 12 new hidden tracks.



Unlock secret keys.



Explore the possibilities
of driving backward.



Choose from one of ten new
souped-up sets of wheels.

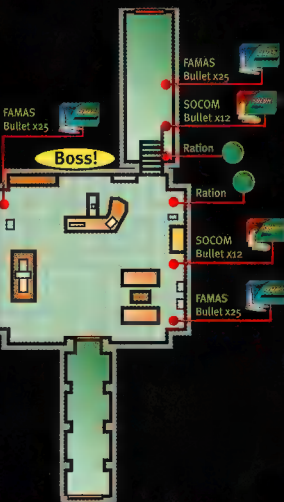
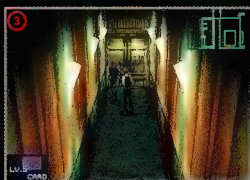
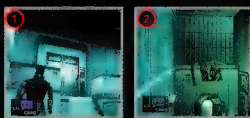
NUCLEAR BUILDING



"You need to find Meryl as quickly as possible. She's located in the lower room toward the center. This level will be Easy. This whole area shouldn't take you more than 10 minutes."

—C. Campbell

- 1 Head right into the lower room, and let the guard who walks girlish see you. (It's Meryl in disguise!) Once she sees you, head over to #2.
- 2 Talk to Meryl, she'll give you the Level 5 card. Head on up to #3.
- 3 If you need any Rations, head to the bathroom. If not, then proceed through this door.



Basement One

KEY

||| = Doors #, 4, 5 and 6

☺ = Infantry Troops (x2)

Metal Gear Secrets



How's Her Skivvies

If the time from when you enter the bathroom and get to the last stall is under five seconds, You'll see Meryl in a slightly different outfit...

Fighting Mantis: The Alternative Way

After Campbell tells you to switch controller ports, don't do it. There is actually an alternative way to beat him! Call Campbell again, and he'll tell you to attack the statues on the sides of his room. Once you break the statues, attack him as normal, except you don't have to change controller ports!

See Campbell Ticked?

(1) Are the ravens outside Vulcan's lair getting you angry? Take 'em out with the PSG-1! Listen to Campbell's reaction afterward.
(2) Kill the rats with your PSG-1 above Sniper Wolf in the Comms Tower, then listen to Campbell rant about you wasting time!

Wolfing

Sometimes, you'll see a heart insignia over the wolves' heads. What does this represent? They can smell Sniper Wolf's scarf on you.



Meryl's Gun!

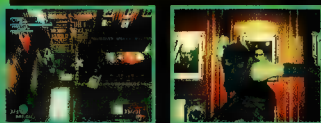
Just before you fight Psycho Mantis, it sure is weird to go into first-person view and look through Meryl's eyes instead of your own!



Psycho Mantis

When fighting Psycho Mantis, you'll notice him say he'll "read deeper into your soul." When he does this, he's really searching your memory card for Konami saved games! Castlevania, Suikoden, Azure Dreams, ISS Soccer and more!

Boss 4: Psycho Mantis



"This is the trickiest member of Fox-Hound you'll fight, Snake. Make sure you don't hurt Meryl! Knock her out with either your fists, or simply use a Stun Grenade. Once she's down, you'll need to quickly change your controller to port number two! That's right, he can read your mind through the first port, so change it! Stay outside the perimeter, and use five- or seven-round bursts with your FAMAS. You can lay down to dodge most of his projectiles. When he brings Meryl back up, knock her out again! Keep her on the ground, I don't want her to be hurt. Also, if you see the green HIDEO insignia come up in your screen, it's not your PlayStation buggin'! It's Mantis screwing with your TV! Don't let it distract you. After you destroy Mantis, you should go back and get the Night Vision Goggles on B2. Then, run back to Mantis' room and head out the north corridor and into the Cave."

—C. Campbell

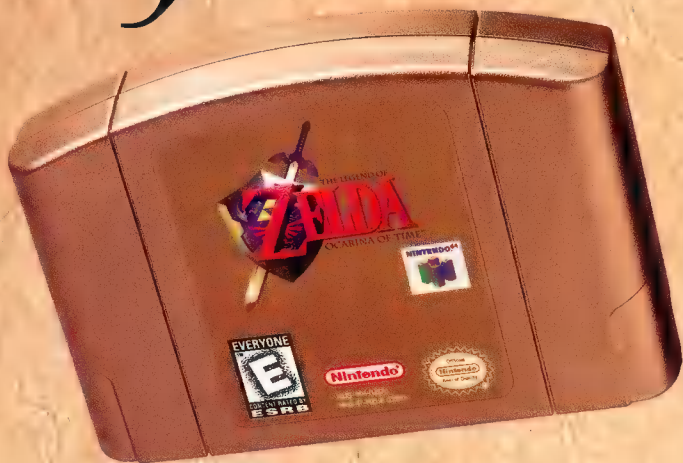
- Weapon to Use: FAMAS (30 shots)
- Time to Beat: 3 to 5 minutes
- Difficulty: Medium/Hard

Messin' with Meryl

When you encounter Meryl, it's funny to see all the stuff you can do to her. Punch her, throw her, choke her, shoot her, blow her up and even hide in the cardboard box from her! Don't expect to get away unscathed. Also, for something ultra-hysterical, try staring at her in first-person View Mode for a few seconds.



Ye snooze, Ye lose.



on't blow thy only chance for a limited-edition gold cartridge:

1. Get thee to a participating retailer starting Oct. 24, 1998.
2. Reserve thyself a copy whilst supply lasts.
3. Rejoice and be glad!!



Zelda. Have ye what it takes?



CAVE



"Make sure to have your Night Vision Goggles equipped. You don't, you'll have a tough time seeing where the walls and secret passages are. It's pretty easy, but it might take you at least 10 to 12 minutes." —C. Campbell.

- 1 You'll start here, and then proceed directly upward through the north passage.
- 2 Here, you'll have to crawl through the passage in order to get into the next room. Beware of the wolves who are lingering around.
- 3 Use the FAMAS if necessary. The

KEY II

Door 5

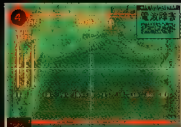
Wolves

best way to target the wolves is to use first-person View Mode through the Night Vision Goggles, and get the wolves in your crosshairs. Quickly switch back to normal view, and let five-round burst out until they drop.

4 You'll want to work your way down here, through the crawl passage to the south. Grab all the goodies in here.

5 Crawl under this wall, and you'll end up in the final section of the Cave:

6 Talk to Meryl up here, then proceed to the Underground Passage.



UNDERGROUND PASSAGE

KEY II

Doors 5 and 6



- 1 Get around the mines, just hug the east wall, don't bother following her tracks.
- 2 After you watch the scene, you'll need to run back to the Armory and get the PSG-1 sniper rifle. Be careful on the way back, there will be guards everywhere. It doesn't matter how long you take, don't worry about working fast, just work cautiously.
- 3 Once you get the rifle, head back to this area, and you'll encounter Sniper Wolf.

Boss 5: Sniper Wolf (A)



"Sniper Wolf is a PRO with her rifle. You'll need to position yourself as far down to the wall as possible. If you get hit before you see her in your scope, get up and move your position. Once she homes in on you, you're toast. You have to keep her wondering where you are, that's your best tactic. Take one Diazepam every 30 seconds or so, this will steady your shot, and don't forget to equip your Thermal Goggles. When you drop her, make sure to SAVE YOUR GAME, trust me." —C. Campbell

- Weapon to Use: PSG-1 (5 shots)
- Time to Beat: 4 minutes
- Difficulty: Medium



The Key to Unlocking Metal Gear Solid

There are so many modes in Metal Gear Solid, that I actually found it best to list them in a chart. First comes the name of the mode, followed by what it is and how to get it. Good Luck!

Survival Mode: VR training with timed goals; beat all 10 VR levels to get it.

Gun Shooting Mode: VR training with SOCOM; beat all 10 Time Attack levels to get it.

Survival Mode: All 10 Gun Shooting levels combined into one huge level; beat all 10 Gun Shooting levels to get it.

Wizard Mode: Computer Wizard runs through and shows you how to beat all the Gun Shooting levels; beat Survival Mode to get it.

Extreme Mode: Takes the normal game and makes it unbelievably hard. No radar, less rations, less ammo and tougher enemies. Beat the game once on any difficulty setting to get it.



Photo Album Mode: A photo album where you can save and view your pictures taken with the Camera. To find the Camera, go to the end of the game. **Photo Viewer Mode:** Allows you to go through and view all the game's cinematics. To get it, you'll have to beat the game on any difficulty setting. There are two "Rolls." Roll 1 is Meryl's Ending, and Roll 2 is Otacorn's ending.

PSYCHO PeNGUINS

cRushers and wOrmholes

(All the reasons you love to ride)



Vans



Psybadek

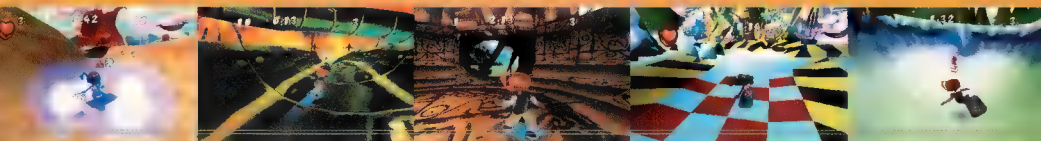


There are hidden, uncharted riding environments and items and the only way you can get there is jump on a board and follow **Mia** and **Koko**.

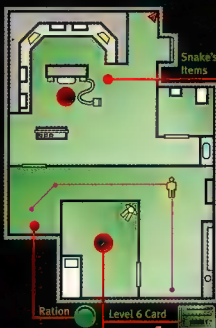
Are you ready for 50 levels, five zones (desert, jungle and an underworld), psycho programs, crushers, bosses, wormholes and teleports?

If you're good, you can learn new tricks to access secret areas. If you're really good, someone might even pay homage to your skills with a righteous tattoo.

www.psychosis.com



TORTURE ROOM



"How did you get caught, Snake? Well, never mind—you have to survive the *Torture Rack*. Don't submit Snake, they'll take Meryl's life if you do! If you don't submit, you'll get the better ending, I promise. If you do submit, well, you'll get the bad ending. There are three methods to do it. All of them are Easy, and it shouldn't take you more than 10 minutes to get out."

—C. Campbell

1 To survive the torture, be fast on the Circle button! Keep pressing it even when the torture stops—this is your best time to gain your lost health. He'll only do it four times, so try to endure it. If you die here, you can't continue. Now you know why I told you to save!

2 Method 1: Call Otacon as soon as you get in the cell. He'll bring you some Ketchup, a

Handkerchief and a Level 6 card when the guard runs out to go to the bathroom. While the guard is out of the room, lay down and press the Circle button on the Ketchup. You can fake your death. The guard will freak when he comes in, and you have to quickly stand up and take him out. It's best if you run out of the cell first, just to be safe. Method 2: When the guard runs out to go to the bathroom, hide under the bed. He'll come looking for you when he comes back. Work fast and get out of the cell before you take him out. Method 3: If you fail both of the previous methods, you will have to go into the torture room several more times. Endure it, and after the third time, the Ninja will come and break you out.

3 Grab your items up top, but be careful! Ocelot put a bomb in your item list. Get rid of it by finding it in your item list, then press Circle to throw it! Head out the door and go to floor 1.



BACKTRACKING! After you bust out of jail, you'll have to head all the way back (or forward?) to the Underground Passage. Be careful when you go through the Canyon, it's full of Claymores. When you get to the Underground Passage, go through the north door—you'll find some FAMAS bullets and a Rope. You'll automatically be detected by the camera, so get ready to run up the Comms Tower!

KEY

- Door 6
- Infantry Troop
- Security Gun
- Darpa Chief



COMMS TOWER



"The Comms Tower needs to be taken at full speed! It'll be hard, but it should only take you about five minutes to get to the top once you get the hang of the guard patterns."

—C. Campbell

1 Don't get any of the items on the first floor yet. As soon as you are detected, start running full speed to the top. There are 27 floors, so move! As soon as you get to the top, the alert will stop, and you'll be safe to run all the way down and grab all the bullets if you need 'em. Plant Claymores behind you, they will cease the lower guards from bothering you. Use the run-and-shoot technique for the guards above you.

2 When you get to the top, climb up the ladder and go outside to the roof. You'll

Towers A & B

encounter Liquid here. After he does his "thing," equip the rope and rappel down the side of the tower. It'll be almost second nature to you, Snake.

3 You'll land here, and you'll have to take out the guards before you go any farther. Place yourself in this corner, and shoot each guard twice with the PSG-1. The third shot will kill them, so try to get them all in one big sweep.

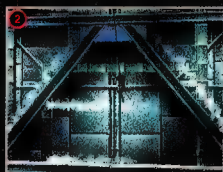
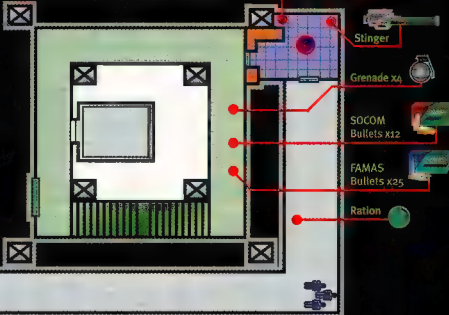
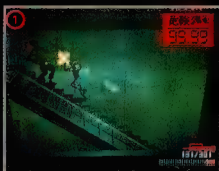
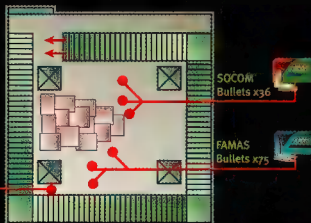
4 Run past the Hind, and get into this room. Pick up the Stinger, you'll need it later.

5 Run into Comms Tower B, and go DOWN the stairs first, it'll be a dead end. Then you can run back around and head all the way up to the roof of Comms Tower B.

6 Now, you're ready to fight the Hind.

KEY

- Door 6
- Armor Guards (x3)
- Stairs



The rappelling scene isn't too hard, just get down as fast as you can. The steam doesn't hurt you too bad.



GET IN THE GAME

"I don't get 'player's thumb'... I have a lot more control."

-Eliot

"...the reverse up/down switch... is a really cool feature."

-Mike

"...more interactive than the control pad."

-Matt

"It's a piece of cake and you guys are geniuses!"

-Seth

"...better and easier than the control pad..."

-Katie

"...more maneuverable... easy after you spend a day on it."

-Nicholas

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COMMS TOWER ROOF



BACKTRACKING! After you smoke the Hind, head back down the Comms Tower, and be careful of those Cameras! Use Chaff grenades. When you finally get on the elevator, get ready for an ambush! Four heavily armored guards will be wearing Stealth Camo, so equip your Thermal Goggles and unleash with your FAMAS.

KEY

I = Door 6

Boss 6: Hind Helicopter



"Snake the Hind has three favorite spots that it likes to hover around. They are clearly marked on the map to the right. Make sure to use the R1 button to quickly unequip the Stinger after you've launched a missile. This way, you can run for cover behind the big box in the center of the roof. Don't veer too far from the center box, it's your best cover!"

- Weapon to Use: Stinger (15 missiles)
- Time to Beat: 10 to 15 minutes
- Difficulty: Medium/Hard

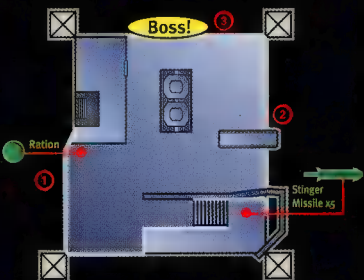
Metal Gear Secrets

Hottie action!

Wanna flirt with Mei Ling? Just call her five or six consecutive times and pick the option not to save. She'll begin to blush, say some interesting text, then smile at you. The sixth time she'll even stick her tongue out at ya!

Other Cool stuff!

- Strap C4 to the Infantry's back! Bye bye!
- In the Blast Furnace Level, throw the guards into the molten steel over the railing! Watch 'em burn!
- Equip the FAMAS and shoot all but your last three bullets. Now, throw on your bandanna, and you'll have unlimited tracers! It's like having a freakin laser!
- Smoke your cigarettes and get Naomi's speech about the surgeon generals warning.
- Equip the cardboard boxes in the backs of the APCs. Use them to warp from one area to another. Make sure to use a different box than the truck you're currently in for it to work.
- Talk to Nastasha after every new item you pick up, as she has some cool stuff to say.



SNOW FIELD

KEY

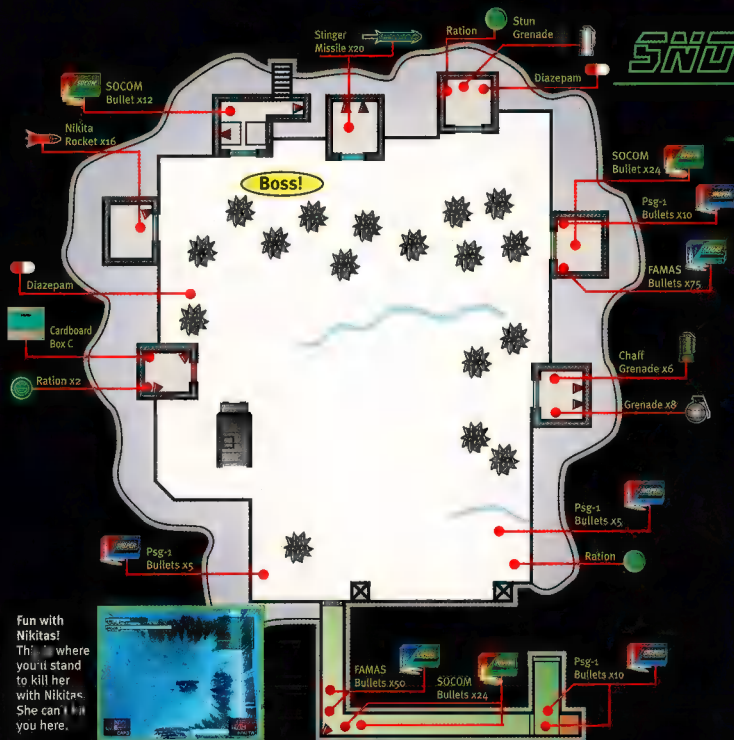
- I = Doors 1, 6 and 7
- ☼ = Trees
- ▼ = Security Camera

Boss 7: Sniper Wolf (B)



"Wolf is much easier this time around. There are two ways to beat her: with the PSG-1, or the Nikita. It's not easier and more fun with the Nikita, but it's definitely more challenging with the PSG-1. Don't veer too close to the trees though, she'll shoot you. You have to stay back, and preferably to the lower right. There, you'll have a clearer shot because of the giant hill in the center of the field. If you use the Nikita, you have to run them over the smooth hills, to prevent them from exploding early. You'll see her run from tree to tree, so be ready Snake!"

- Weapon to Use: PSG-1 (7 shots), Nikita (rocks)
- Time to Beat: 4 minutes
- Difficulty: Medium



Fun with Nikitas! They're where you'll stand to kill her with Nikitas. She can't see you here.

DEVILISHLY ADDICTIVE



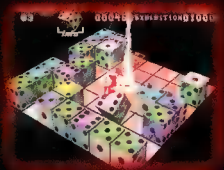
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-GameFan

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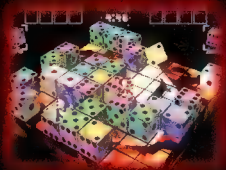
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"IT'S ALL IN THE WRIST."

**[OR IN THE JUGULAR. IF IT'S A
QUICK DEATH YOU'RE GOING FOR.]**

— Mace Daniels



NINTENDO 64



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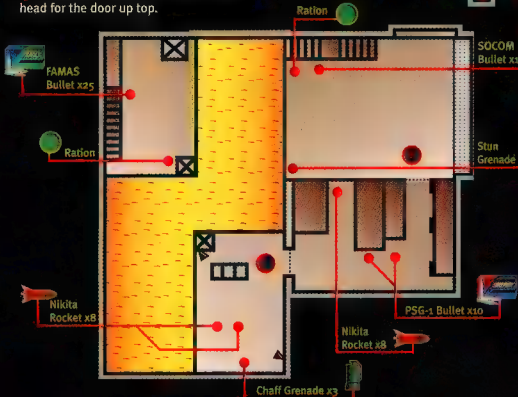
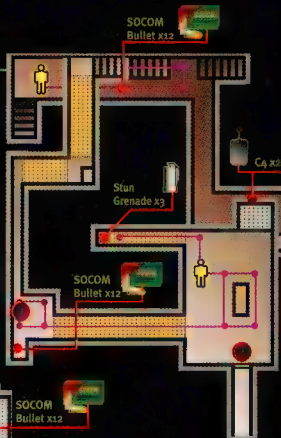
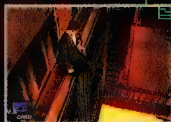


"Snake, try to throw the guards in the lava, it's pretty funny. This area is Easy. You'll get through it in five minutes." —C. Campbell

- 1 Take out the first guard with your SOCOM. Grab all the goodies up top, then head over to #2.
- 2 You'll have to walk the ledge over here. Make sure you don't let go of the controller, or you'll fall into the lava. Duck when the crane is near, it will pass over you without touching.
- 3 Crawl into this hole, and you'll be in a steam room. Run all the way through it, and there will be another hole to crawl through.
- 4 Get all the goodies out OF here, then head for the door up top.

KEY

- Door 6
- NBC Guards
- Pause Points
- Security Camera



What's the Deal with the Ratings?

Well, as it looks right now, there is no confirmation for anything about the ratings you'll receive after you beat the game. There are so many things that affect it, it's very hard to determine what the deciding factor is. Some people say time is the only factor. Others say it's a combination of all the stats. Here is a list of what it rate you on:



Time to Complete

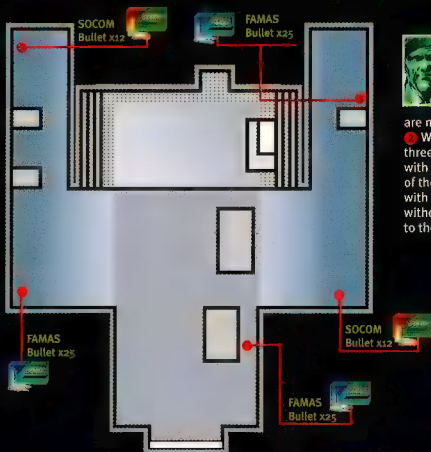
of Saves
of Continues
of Times Found
of Enemies Killed
of Rations Used
Special Items Used
It seems as if the "lower" the number, the better. The Ratings we've seen so far are: Leopard, Iguana, Puma, Elephant and Shark. It is rumored that if you beat the game in under three hours, three times in a row, with zero saves, zero continues, zero rations and under 20 enemies killed, you'll get a Big Boss rating. Who knows what that will bring...

Red Ninja?



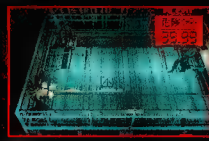
So you've seen the red ninja have you? What on earth does it mean? The third time through the game (if you use both of your previous save data), you'll encounter a weird Spider-Man-looking Ninja. Also, take a look at your save icon on the memory card. It shows the red ninja...

CARGO ELEVATOR



"There are three cargo elevators that connect to one another. Grab the items, and keep going down. This should be Easy, and will only take you 10 minutes." —C. Campbell

- 1 Run around and pick up your items first. There are no cameras or hazards to worry about.
- 2 When you get on the elevator, you'll be ambushed by three heavily armored guards. They take eight shots each with the FAMAS. If you're really brave, you can knock two of them down, and snap the third one's neck, then repeat with the last two. It is possible to beat these guys without wasting a bullet. After you survive this, it's on to the next elevator.



"Place yourself in a corner and blast away! This ain't no Resident Evil 2, so don't save your ammo!" —Master Miller

Don't Play Without ...

There are three things you absolutely must have when you're playing Metal Gear Solid.

1. A Dual Shock Controller
This game uses the Dual Shock like no other. You MUST have one to fully experience the game!
2. A 32-inch TV or larger
Bigger is better, right?
3. Atmosphere
A dark, quiet room to be exact. Make sure to crank up those speakers, and give your parents something to do, so they don't bug ya while playing.

CARGO ELEVATOR

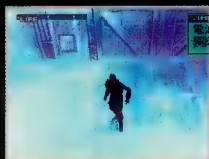


"It's time to run down to Raven's territory. Head down all the elevators as quickly as possible. It should be Easy, and it won't take you more than 10 minutes to get down."

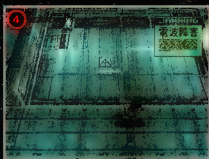
—C. Campbell

KEY

- ⬢ = Door 6
- 📡 = Security Camera



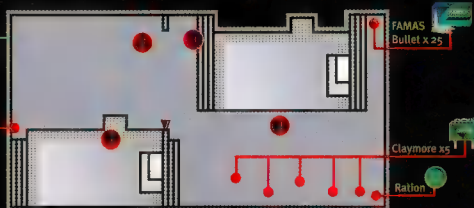
In colder areas, your Rations will freeze and become unusable. Equip them to warm 'em up.



Crawl to disarm the Claymores! You'll need them for Vulcan Raven.



FAMAS Bullet x 25

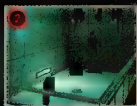


WAREHOUSE



"You're almost to Metal Gear, Snake. Just make it through this room. Only use two Chaff Grenades, don't go crazy with 'em. You'll need them a bit later. This room is Easy, it should take you one minute."

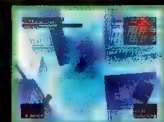
- 1 Run up the left-hand wall, and avoid the traps. Once you get here, throw the first Chaff Grenade and book over to #2.
- 2 Grab the Stingers, and throw the second Chaff Grenade. Get over to #3 as quickly as possible.
- 3 Go through the door and on to Metal Gear...



KEY

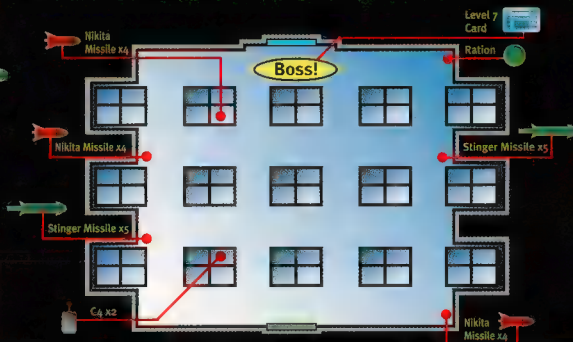
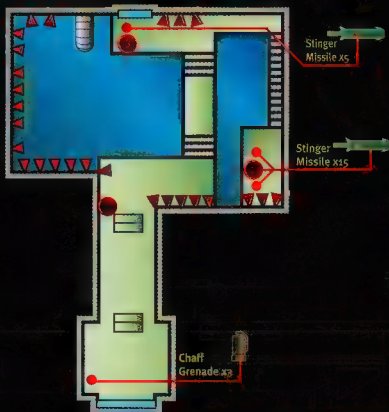
- ⬢ = Trapsdoors
- || = Doors 6 and 7
- 📡 = Security Cameras

Boss 8: Vulcan Raven



"Raven's minigun will never run out of bullets, so you can forget about trying to wear him out. Right when the battle starts, run straight up and shoot him the right with your Stinger. Walk up one block and do it again. You can get four straight hits this way. After the fourth hit, Vulcan'll begin to run, and Stingers won't work as well anymore. Plant Claymores in one sector of the room, but don't set them too close to one another. Putting them too close will only result in detonation without damage to Raven. Sector 1 is a perimeter, and put on your Mine Detector so you don't blow yourself up."

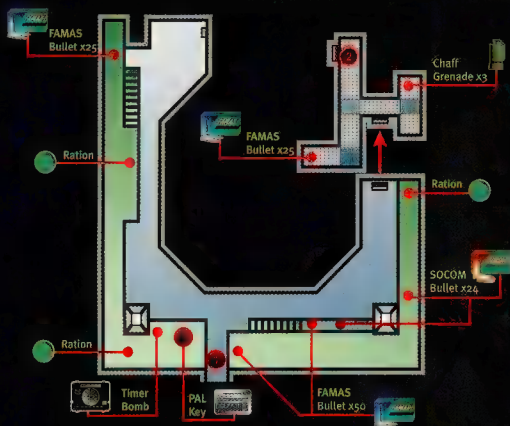
- Weapon to Use: Stinger (4 missiles) and Claymores (4 mines)
- Time to Beat: 5 to 7 minutes
- Difficulty: Easy



KEY

- 1 = Door
- = Noisy grate floor

UNDERGROUND BASE

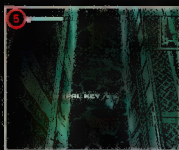


"Snake, you have to get to the top and disarm the Metal Gear. This area had multiple parts in it, but it is pretty Easy. It's gonna take you at least 15 to 20 minutes to finish this level." —C. Campbell

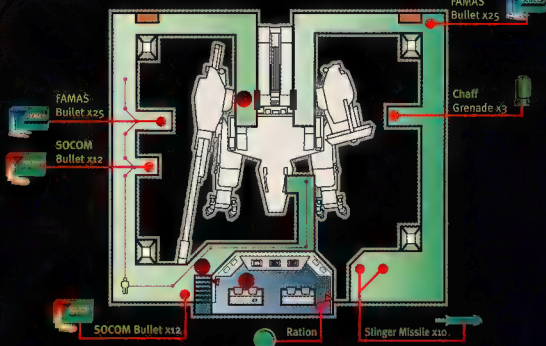
- 1 You'll start here. There are no guards on the first two floors. Hmm, seems a little fishy.
- 2 Climb up this ladder, and head to the second map for further instructions.
- 3 You'll climb over Metal Gear's back and end up here.
- 4 Take out the guard with your SOCOM if necessary, and go up to the control tower.
- 5 Crap! The PAL key fell in the drainage ditch! You'll have to run down and get it! When you get to the other side of Metal Gear's back, the alert will cease,

and you can take your time getting down to the ditch.

There are two things that can happen when you get into the drainage ditch. 1. The key is just laying there. 2. You run down into the drainage ditch, and the PAL key is here (in this general area) just pick it up and run back up to the control tower. 3. The rat ate your PAL Key. This one isn't as easy, but it's definitely more fun. You'll have to use the mine detector to find the rat. When you do, plant some C4 and wait until he crawls by. 4. Kaboom! Toast! 5. Grab the key and run back up to the control room. When you get there, insert the PAL key into the first laptop computer. It's coded yellow for room temperature. Now you'll have to backtrack.



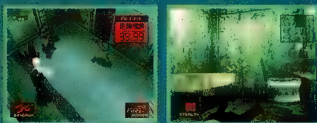
BACKTRACKING! 1 You'll have to head back to the Warehouse (Raven's room), so you can cool the PAL key. Just hang out there for a few minutes, and it will change shape. (Check the key in your items list to see if it turned blue yet.) Head back to the control room and put the PAL key in the second laptop. 2 Now you'll have to head all the way back to the Blast Furnace and heat the key. It's best to go into the little steam room, it heats up quick in there. When your card turns red, head back to the control room again. Now, you'll move on to the final showdown... 3 Call Otacon to open the door!



The Endings, The Items



The Endings
Yes, Metal Gear Solid has two distinctly different endings (some will argue there's three, but the third is just a variation... the other two). The deciding point in the game is when you're in Ocelot's Torture Rack. If you submit to him by pressing Select, you'll get the bad ending where you'll save Otacon. If you tuff it out and endure all the torture, you'll get the good ending where you save Meryl. Stay tuned next month where we'll show you both endings in full detail!



The Items
Save Meryl, and you'll be rewarded with the "Bandanna." With this equipped, you'll have unlimited everything. If you save Otacon, you'll get the "Stealth." This offers complete invisibility against all regular enemies. Get both the Stealth and the Bandanna, then save your data again. Now you'll be able to go through the game with both unlimited ammo and invisibility!

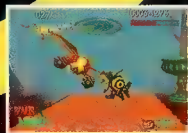
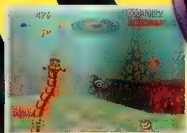
Key Tips and Tactics for Second and Third Quests

Use your special items a lot! If you get the Bandanna, you're set for Bosses. Just plug in your favorite weapon and fire away! If you get the Stealth, you're invisible to everyone except Bosses, wolves and cinema battles. Take advantage of it! Also, remember these tips:

- Don't conserve bullets too much. This isn't Resident Evil 2! Ammo will pop up all over the place if you need more.
- Some key items are in multiple locations; if you don't find it in its original place, it might pop up somewhere later in the game.
- Use boxes to warp from truck to truck if necessary!

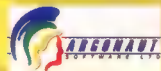


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"This is it Snake, the showdown with Metal Gear! You'll need to throw Chaff grenades to throw off his tracking missiles, then quickly switch to your Stinger and unload some missiles at his Radome collector dish. Stick and tracking missiles will attack where the last made landed. Keep the grenades flyin', and ers shootin'."

"Chaff grenades won't work here. You'll have to run under his legs to confuse him. You can actually shoot him from behind and underneath the main cockpit. As long as you stay behind or under him, you'll be fine. Just watch out for his left leg, it'll do a smash attack that instantly kills you."

—C. Campbell

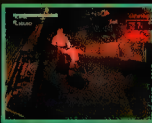
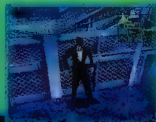
—C. Campbell

- **Weapon to Use:** Stinger (missiles)
- **Time to Beat:** 5 minutes
- **Difficulty:** Medium/Hard

- **Weapon to Use:** Stinger (7 missiles)
- **Time to Beat:** 3 minutes
- **Difficulty:** Medium



After beating the game twice, you'll get Solid Snake in a tuxedo! This secret is missing from the Japanese version, but why? Could it be that there is an armada of GoldenEye freaks in the United States? My thoughts: I think Konami thought it might be neat to sneak in with style, that's all!



"It's time to finish Snake! Use your hand-to-hand skills to their fullest. You'll have to rely on your 3-hit combo, because throwing and choking won't work on Liquid. One thing to remember: Don't square off with him, use hit-and-run tactics. Hit him twice or thrice, then run away. Step and repeat. Work fast Snake! He only has three minutes to kill Liquid. Also, when he's near death, make sure to fight him near the edges. If you don't push him off, he'll regain a little health until you finally do knock him off."

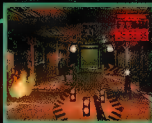
—C. Campbell

Self

- **Weapon to Use:** Hand to hand (65 hits)
- **Time to Beat:** under 3 minutes, or else
- **Difficulty:** A real pain ...

After you throw Liquid from the Metal Gear, you'll be forced to escape through the emergency tunnel. There are three Rations. The first one outside in the room where you start. The second right next to the steps in the first room. The third right under the lower-left Jeep. Grab and jump in! Make sure you blow up the barrels; they are what will take out the grates so you can continue on! Press Square to go into first-person View Mode.

It makes it much easier to aim accurately. When you break through the second fleet of guards, you'll be greeted by Liquid again, in another jeep! Keep waving your almer back and forth. It will allow for greater bullet spread, increasing your chance for a hit. You have infinite ammo, so hold the Fire button down the whole time.



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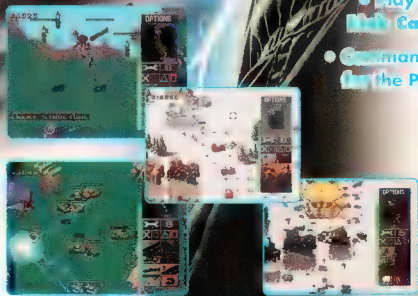
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Snake, Items Red are ones you start the mission with. Items in Blue are items that can only be found in one place. Items in Black are items that can be found everywhere, but the locations you'll find them are the ones that are noted. Items in Purple are special items.

—C. Campbell

ITEM CHECKLIST

L= Location FL=First Location



HK SOCOM: .45 cal Pistol, 12-round capacity, laser module makes it easy to aim on troops, low power. L= Heliport, inside the back of the APC



FAMAS: 5.56 mm French Assault Rifle, 30-round capacity, 950 rpm, use against large groups, high power. L= Armory, Lvl 2 door, lower-right room.



HK PSG-1: .308 cal sniper rifle, five-round capacity, very powerful. L= Armory, Lvl 5 door, upper-left room.



Nikita Launcher: Fires remote-controlled missiles, use on cameras. L= Nuclear Building B1, Lvl 3 door, middle right-side room.



Stinger: Fires Surface to Air missiles, use on cameras and remote guns. L= Comms Tower Bridge, upper-left room.



Stun Grenade: Box of three, extremely bright light emitted to knock everyone out, you'll find these occasionally. FL= Heliport, inside lower-left camera room.



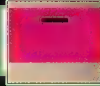
Scope: Binoculars with range finding reticles, 10x zoom, used for surveillance, Snake starts with this item. Excellent for "Extreme Mode."



Gas Mask: Filters out harmful chemicals and gases, decreases amount of O2 used when you're facing harmful gas. L= Nuclear Building B2, Lvl 3 door, lower-right room.



Cigarettes: Not good for you, but they can be used to detect infrared beams, Snake starts with this item.



Cardboard Box A: Put it on in the APCs, you'll be warped "To Heliport." L= Tank Hangar, Lvl 2 door, upper-left room.



Diazepam: Slows down involuntary trembling when using the sniper rifle, you'll find these occasionally. FL= Cave, lower-crawl passage.



Camera: Take snapshots with it, go to the "Special" menu and edit your pictures! L= Armory, Lvl 6 door, next to Ocelot's room, use C4 to blow through the wall.



MO Disk: Contains Metal Gear test data, you shouldn't lose it. L= Armstech President Baker gives it to you.



LEVEL 2 Card: Allows clearance to Level 2 security doors. L= Received from Armstech President Baker after talking with him.



LEVEL 3 Card: Allows clearance to Level 3 security doors. L= Meryl will give this to you after you meet up with her.



LEVEL 4 Card: Allows clearance to Level 4 security doors. L= After defeating Vulcan Raven, you'll get the Level 4 card.

LEVEL 5 Card: Allows clearance to Level 5 security doors. L= After defeating Vulcan Raven, you'll get the Level 5 card.

LEVEL 6 Card: Allows clearance to Level 6 security doors. L= After defeating Vulcan Raven, you'll get the Level 6 card.

LEVEL 7 Card: Allows clearance to Level 7 security doors. L= After defeating Vulcan Raven, you'll get the Level 7 card.

LEVEL 8 Card: Allows clearance to Level 8 security doors. L= After defeating Vulcan Raven, you'll get the Level 8 card.

LEVEL 9 Card: Allows clearance to Level 9 security doors. L= After defeating Vulcan Raven, you'll get the Level 9 card.

LEVEL 10 Card: Allows clearance to Level 10 security doors. L= After defeating Vulcan Raven, you'll get the Level 10 card.

LEVEL 11 Card: Allows clearance to Level 11 security doors. L= After defeating Vulcan Raven, you'll get the Level 11 card.

LEVEL 12 Card: Allows clearance to Level 12 security doors. L= After defeating Vulcan Raven, you'll get the Level 12 card.

LEVEL 13 Card: Allows clearance to Level 13 security doors. L= After defeating Vulcan Raven, you'll get the Level 13 card.

LEVEL 14 Card: Allows clearance to Level 14 security doors. L= After defeating Vulcan Raven, you'll get the Level 14 card.

LEVEL 15 Card: Allows clearance to Level 15 security doors. L= After defeating Vulcan Raven, you'll get the Level 15 card.

LEVEL 16 Card: Allows clearance to Level 16 security doors. L= After defeating Vulcan Raven, you'll get the Level 16 card.

LEVEL 17 Card: Allows clearance to Level 17 security doors. L= After defeating Vulcan Raven, you'll get the Level 17 card.

LEVEL 18 Card: Allows clearance to Level 18 security doors. L= After defeating Vulcan Raven, you'll get the Level 18 card.

LEVEL 19 Card: Allows clearance to Level 19 security doors. L= After defeating Vulcan Raven, you'll get the Level 19 card.

LEVEL 20 Card: Allows clearance to Level 20 security doors. L= After defeating Vulcan Raven, you'll get the Level 20 card.

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LEVEL 59 Card: Allows clearance to Level 59 security doors. L= After defeating Vulcan Raven, you'll get the Level 59 card.

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LEVEL 62 Card: Allows clearance to Level 62 security doors. L= After defeating Vulcan Raven, you'll get the Level 62 card.

LEVEL 63 Card: Allows clearance to Level 63 security doors. L= After defeating Vulcan Raven, you'll get the Level 63 card.

LEVEL 64 Card: Allows clearance to Level 64 security doors. L= After defeating Vulcan Raven, you'll get the Level 64 card.

LEVEL 65 Card: Allows clearance to Level 65 security doors. L= After defeating Vulcan Raven, you'll get the Level 65 card.

LEVEL 66 Card: Allows clearance to Level 66 security doors. L= After defeating Vulcan Raven, you'll get the Level 66 card.

LEVEL 67 Card: Allows clearance to Level 67 security doors. L= After defeating Vulcan Raven, you'll get the Level 67 card.

LEVEL 68 Card: Allows clearance to Level 68 security doors. L= After defeating Vulcan Raven, you'll get the Level 68 card.

LEVEL 69 Card: Allows clearance to Level 69 security doors. L= After defeating Vulcan Raven, you'll get the Level 69 card.

LEVEL 70 Card: Allows clearance to Level 70 security doors. L= After defeating Vulcan Raven, you'll get the Level 70 card.

LEVEL 71 Card: Allows clearance to Level 71 security doors. L= After defeating Vulcan Raven, you'll get the Level 71 card.

LEVEL 72 Card: Allows clearance to Level 72 security doors. L= After defeating Vulcan Raven, you'll get the Level 72 card.

LEVEL 73 Card: Allows clearance to Level 73 security doors. L= After defeating Vulcan Raven, you'll get the Level 73 card.

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LEVEL 75 Card: Allows clearance to Level 75 security doors. L= After defeating Vulcan Raven, you'll get the Level 75 card.

LEVEL 76 Card: Allows clearance to Level 76 security doors. L= After defeating Vulcan Raven, you'll get the Level 76 card.

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LEVEL 78 Card: Allows clearance to Level 78 security doors. L= After defeating Vulcan Raven, you'll get the Level 78 card.

LEVEL 79 Card: Allows clearance to Level 79 security doors. L= After defeating Vulcan Raven, you'll get the Level 79 card.

LEVEL 80 Card: Allows clearance to Level 80 security doors. L= After defeating Vulcan Raven, you'll get the Level 80 card.

LEVEL 81 Card: Allows clearance to Level 81 security doors. L= After defeating Vulcan Raven, you'll get the Level 81 card.

LEVEL 82 Card: Allows clearance to Level 82 security doors. L= After defeating Vulcan Raven, you'll get the Level 82 card.

LEVEL 83 Card: Allows clearance to Level 83 security doors. L= After defeating Vulcan Raven, you'll get the Level 83 card.

LEVEL 84 Card: Allows clearance to Level 84 security doors. L= After defeating Vulcan Raven, you'll get the Level 84 card.

LEVEL 85 Card: Allows clearance to Level 85 security doors. L= After defeating Vulcan Raven, you'll get the Level 85 card.

LEVEL 86 Card: Allows clearance to Level 86 security doors. L= After defeating Vulcan Raven, you'll get the Level 86 card.

LEVEL 87 Card: Allows clearance to Level 87 security doors. L= After defeating Vulcan Raven, you'll get the Level 87 card.

LEVEL 88 Card: Allows clearance to Level 88 security doors. L= After defeating Vulcan Raven, you'll get the Level 88 card.

LEVEL 89 Card: Allows clearance to Level 89 security doors. L= After defeating Vulcan Raven, you'll get the Level 89 card.

LEVEL 90 Card: Allows clearance to Level 90 security doors. L= After defeating Vulcan Raven, you'll get the Level 90 card.

LEVEL 91 Card: Allows clearance to Level 91 security doors. L= After defeating Vulcan Raven, you'll get the Level 91 card.

LEVEL 92 Card: Allows clearance to Level 92 security doors. L= After defeating Vulcan Raven, you'll get the Level 92 card.

LEVEL 93 Card: Allows clearance to Level 93 security doors. L= After defeating Vulcan Raven, you'll get the Level 93 card.

LEVEL 94 Card: Allows clearance to Level 94 security doors. L= After defeating Vulcan Raven, you'll get the Level 94 card.

LEVEL 95 Card: Allows clearance to Level 95 security doors. L= After defeating Vulcan Raven, you'll get the Level 95 card.

[HOLD YOUR HAND OVER THIS PAGE.]

If you see a **SHADOW**, you've got until
winter before
(madness)
descends upon the land.

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shadow madness strikes this winter.
find out how to save yourself at www.shadowmadness.com



All Secret Moves, Finishers and Codes!



XG Strategy
by Benjamin Durbin

Why are all the best fighting games for the N64 wrestling games? True, I grew up where "wrestlin'" was considered a legitimate "sport," and I sat front row and watched budding superstars like Jerry "The King" Lawler and Randy Savage, long before their superstardom. Despite my personal bias, games like WWF War Zone have an undeniable appeal that no "mainstream" fighting game can match. They back up that appeal with solid gameplay, smooth controls, hidden characters and secret codes—just like the big boys. Find me a "standard" fighting game that successfully uses the N64 controller, has interesting and recognizable characters, four-player simultaneous action and a heapin' helping of pain, blood and unadulterated ass-whuppin', and I'll gladly give credit where credit is due.

Turn to the *Tricks* section for a list of secrets for WWF War Zone!



Steve Austin

Due to his high Charisma, Austin can afford to stick to a narrow palette of high-damage moves without the crowd growing bored and turning on him.

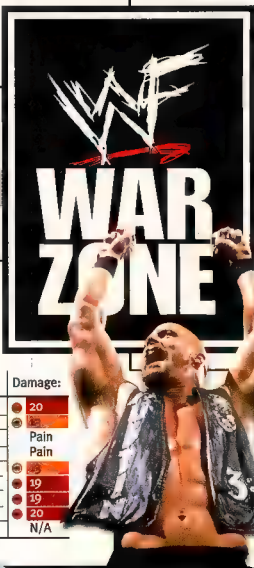
Player Statistics
Speed: 15 Strength: 22 Toughness: 17
Recovery: 15 Charisma: 18



Finisher Move: The Stone Cold Stunner

A healthy selection of bright red high-power moves dot Austin's repertoire. Use his Power Bomb in the early tie-ups to wear the opponent down, then finish with the all-too-easy Stone Cold Stunner.

Name of Move:	Command:	Key Notes:	Damage:
Power Bomb	⬇️⬆️⬆️⬆️	tie-up	20
Reverse DDT	⬆️⬆️⬆️⬆️	behind	18
Stepover Toehold Facelock	⬆️⬆️⬆️⬆️	at feet	Pain
Painkiller	⬆️⬆️⬆️⬆️	at head	Pain
Power Slam	⬆️⬆️⬆️	opponent running	18
Splash	⬆️⬆️⬆️⬆️	turnbuckle, opponent down	19
Shoulder Tackle	⬆️⬆️⬆️⬆️	turnbuckle, opponent standing	19
Stone Cold Stunner	⬆️⬆️⬆️⬆️	tie-up	20
Rescue	⬆️⬆️⬆️⬆️	summon Steve Austin	N/A



Database

time to complete **one hour each**
challenge **easy**
best move **Hurricanrana**
best wrestler **Triple H**
coolest wrestler **Goldust**

system **Nintendo 64**
publisher **Acclaim**
developer **Acclaim**

Mankind



Dress like a gimp, expect to get treated like a gimp. Fortunately Mankind has the Toughness pull-through.

Dude Love/ Cactus Jack



Player(s) Statistics
Speed: 13 Strength: 15 Toughness: 22
Recovery: 18 Charisma: 15

Name of Move:	Command:	Key Notes:	Damage:
Side Slam	⬆️⬆️⬆️⬆️	behind	18
Indian Death Lock	⬆️⬆️⬆️⬆️	at opponent's feet	Pain
Power Slam	⬆️⬆️⬆️	opponent running	18
Somersault Senton Splash	⬆️⬆️⬆️⬆️	turnbuckle, opponent down	16
Diving Forearm	⬆️⬆️⬆️⬆️	turnbuckle, opponent up	16
Mandible Claw	⬆️⬆️⬆️⬆️	tie-up	Pain
Rescue	⬆️⬆️⬆️⬆️	summon wrestler	

Note: All the moves listed in the chart above work for Mankind and both his alter egos.

Damage Meter Color Key:



British Bulldog



It's no guess where the Bulldog's strengths lie. High Strength, Toughness and Speed give you everything you need, right where it counts. Watch yourself; comebacks can be difficult.

Player Statistics
Speed: 17 Strength: 22 Toughness: 18
Recovery: 14 Charisma: 14

Name of Move:	Command:	Key Notes:	Damage:
Belly-Back Suplex	⬆️⬆️⬆️⬆️		16
Top Rope Superplex	⬆️⬆️⬆️⬆️	opponent in corner	12
Hanging Vertical Suplex	⬆️⬆️⬆️⬆️		16
Overhead Press Slam	⬆️⬆️⬆️⬆️		16
Boston Crab	⬆️⬆️⬆️⬆️	at feet	Pain
Camel Clutch	⬆️⬆️⬆️⬆️	at head	Pain
Power Slam	⬆️⬆️⬆️	opponent running	18
Crucifix	⬆️⬆️⬆️⬆️	running	18
Somersault Senton Splash	⬆️⬆️⬆️⬆️	turnbuckle, opt. down	20
Turnbuckle Clothesline	⬆️⬆️⬆️⬆️	turnbuckle, opt. standing	20
Running Powerslam	⬆️⬆️⬆️⬆️	tie-up	18
Rescue	⬆️⬆️⬆️⬆️	summon the British Bulldog	N/A



Finisher Move: Running Power Slam

The Bulldog's repertoire is an odd mix showcasing his technical skills as well as his brute strength. Few wrestlers can match his line-up of crippling maneuvers. His Running Powerslam couples high damage with a pin-fall setup; a true Finisher.



Finisher Move: The Mandible Claw

Mankind has a few good submission holds, but his real strength is in his dashing attacks. The Mandible Claw makes for a quick-and-easy Finisher.

Farooq

Yes, he's slow, but Farooq packs all the momentum of a freight train. Use your high Toughness and Recovery to bide your time until you can bring your Strength to bear.

Player Statistics	Strength: 22	Toughness: 20
Speed: 12	Recovery: 18	Charisma: 12

Finisher Move: The Dominator

Farooq has an extensive repertoire of killer moves, more than any other, but they can be difficult to pull off. The Dominator is hardly worth it compared to his Power Bomb.



Name of Move:	Command:	Key Notes:	Damage:
Belly-Back Suplex	⬆️⬆️⬆️⬆️	from behind	16
Power Bomb	⬆️⬆️⬆️⬆️	tie-up	20
Press Slam	⬆️⬆️⬆️⬆️	standing	16
Choke Slam	⬆️⬆️⬆️⬆️	standing	16
Boston Crab	⬆️⬆️⬆️⬆️	at feet	Pain
Camel Clutch	⬆️⬆️⬆️⬆️	at head	Pain
Sidewalk Slam	⬆️⬆️⬆️⬆️	opponent running	16
Double Foot Stomp	⬆️⬆️⬆️⬆️	turnbuckle, down	20
Shoulder Tackle	⬆️⬆️⬆️⬆️	turnbuckle, up	20
Dominator	⬆️⬆️⬆️⬆️	standing	17
Rescue	⬆️⬆️⬆️⬆️	summon Farooq	N/A

Rocky Maivia

With only average stats and a smattering of so-so attacks, one must disagree with the crowd's assessment that "Rocky doesn't suck!" Designed for those who like to memorize move lists.

Player Statistics	Strength: 18	Toughness: 20
Speed: 16	Recovery: 16	Charisma: 12

Finisher Move: The Rock Bottom

Rocky is barely able to defend himself. Few players will have the skill or patience to learn the complex combos needed to pull off these moves, to be rewarded with sub-par damage. Rock bottom indeed.



Name of Move:	Command:	Key Notes:	Damage:
Belly-Back Suplex	⬆️⬆️⬆️⬆️	from behind	14
Top Rope Superplex	⬆️⬆️⬆️⬆️	corner-facing	14
Hurricanrana	⬆️⬆️⬆️⬆️	corner-facing	14
Hurricanrana	⬆️⬆️⬆️⬆️	standing	14
Spinning DDT	⬆️⬆️⬆️⬆️	standing	14
SIF	⬆️⬆️⬆️⬆️	at feet	Pain
Hurricanrana	⬆️⬆️⬆️⬆️	opponent running	14
Hurricanrana	⬆️⬆️⬆️⬆️	running	14
Splash	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. down	19
Flying Body Press	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. up	19
Rock Bottom	⬆️⬆️⬆️⬆️	standing	16
Rescue	⬆️⬆️⬆️⬆️	summon Rocky Maivia	N/A

Goldust

Goldust is not your average wrestler nor is he for the faint heart. His running attacks are poor, and he has no easy maneuvers. Fortunately his high Toughness and Recovery afford you some time to feel him out and become a master.

Player Statistics	Strength: 18	Toughness: 20
Speed: 12	Recovery: 22	Charisma: 12

Finisher Move: The Curtain Call

Your best bet with Goldust is to resist the temptation to go for impressive moves and stick with the basics: DDT, Back Drop, etc. The Curtain Call is almost too hard to pull off properly.



Name of Move:	Command:	Key Notes:	Damage:
Reverse DDT	⬆️⬆️⬆️⬆️	from behind	14
Head to Groin	⬆️⬆️⬆️⬆️	at feet	13
Back Drop	⬆️⬆️⬆️⬆️	opponent running	14
Sault Senton Splash	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. down	19
Shoulder Tackle	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. up	19
Curtain Call	⬆️⬆️⬆️⬆️	behind	16
Rescue	⬆️⬆️⬆️⬆️	summon Goldust	N/A

Ahmed Johnson

Ahmed is very similar to Farooq with his high Strength and Toughness, and low Speed and Recovery. On the mat Ahmed shows a bit more technical prowess instead of pure power, sacrificing early damage for higher-risk holds and maneuvers.

Player Statistics	Strength: 24	Toughness: 20
Speed: 12	Recovery: 13	Charisma: 15

Finisher Move: The Pear River Plunge

Ahmed's high-risk turnbuckle maneuvers offer more payout than the Pearl River Plunge. By the time you have your opponent ready for the finisher, it's hardly worth the effort.



Name of Move:	Command:	Key Notes:	Damage:
German Suplex	⬆️⬆️⬆️⬆️	from behind	12
Choke Slam	⬆️⬆️⬆️⬆️	standing	16
Wishbone	⬆️⬆️⬆️⬆️	at the feet	12
Leg Lock	⬆️⬆️⬆️⬆️	at the feet	Pain
Diving Headbutt	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. down	20
Shoulder Tackle	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. up	20
Spine Buster	⬆️⬆️⬆️⬆️	opponent running	16
Pearl River Plunge	⬆️⬆️⬆️⬆️	standing	18
Rescue	⬆️⬆️⬆️⬆️	summon Ahmed Johnson	N/A

Triple-H

Triple-H's stats may appear average, but he has the best mix of attacks of any wrestler, with above-average damage. An excellent first choice for learners.

Player Statistics	Strength: 22	Toughness: 18
Speed: 22	Recovery: 15	Charisma: 13



Name of Move:	Command:	Key Notes:	Damage:
Neck Breaker	⬆️⬆️⬆️⬆️	from behind	16
Figure Four Leglock	⬆️⬆️⬆️⬆️	at the feet	Pain
Choke Hold	⬆️⬆️⬆️⬆️	at the head	Pain
Power Slam	⬆️⬆️⬆️⬆️	opponent running	14
Sault Senton Splash	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. down	20
Flying Body Press	⬆️⬆️⬆️⬆️	turnbuckle, oppnt. up	20
Pedigree	⬆️⬆️⬆️⬆️	standing	17
Rescue	⬆️⬆️⬆️⬆️	summon Triple-H	N/A

Finisher Move: The Pedigree

The Pedigree is extremely difficult to perform, and hardly worth it in light of Helmsley's other selections. Use running attacks for the wear-down and finish up with holds.

Bret Hart



He harps incessantly about Canada and has terrible hair, and yet Charisma is his forte? Saddled with all his points in a useless stat, the Sharpshooter is his only saving grace.

Player Statistics	Strength: 14	Toughness: 17
Speed: 18	Recovery: 15	Charisma: 20



Finisher Move: The Sharpshooter

Success with Bret Hart requires you to be a true aficionado of pain. He has a great repertoire of submission holds—fortunate since he has few other ways to dish out any decent damage.

Name of Move:	Command:	Key Notes:	Damage:
German Suplex	◀ ▶ ▲ ▴	from behind	12
Top Rope Superplex	◀ ▶ ▲ ▴	corner-facing	10
Painkiller	◀ ▶ ▲ ▴	at head	Pain
Power Slam	◀ ▶ ▲ ▴	opponent running	10
Driving Headbutt	◀ ▶ ▲ ▴	turnbuckle, oppnt. down	5
Flying Body Press	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	5
Sharpshooter	◀ ▶ ▲ ▴	at the feet	Pain
Rescue	⏏ ⏏ ⏏ ⏏	summon Bret Hart	N/A

The Undertaker



The Undertaker's stats show an interesting approach: Sacrifice Speed for Charisma, trusting on the enthusiasm of the crowd to see you through. That may work in the "real" world, but here?

Player Statistics	Strength: 20	Toughness: 18
Speed: 12	Recovery: 20	Charisma: 17



Finisher Move: Tombstone Piledriver

The Undertaker's hidden moves don't look that impressive, so use the in-game move list to find simple, high-damage ways to set the opponent up for an excellent finisher, the Tombstone Piledriver.

Name of Move:	Command:	Key Notes:	Damage:
Side Slam	◀ ▶ ▲ ▴	from behind	10
Superplex	◀ ▶ ▲ ▴	corner-facing	10
Leg Lock	◀ ▶ ▲ ▴	at the feet	Pain
Spinebuster	◀ ▶ ▲ ▴	opponent running	10
Flying Elbow	◀ ▶ ▲ ▴	turnbuckle, oppnt. down	20
Flying Forearm	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	20
Tombstone Piledriver	◀ ▶ ▲ ▴	tie-up	20+Pin
Rescue	⏏ ⏏ ⏏ ⏏	summon The Undertaker	N/A

Owen Hart



Like Bret Hart, only better: more hidden moves and better damage. Also a skilled practitioner of technical skills. Must be tough on Bret, knowing his brother Owen is stronger, faster, tougher and owns no pink leotards.

Player Statistics	Strength: 17	Toughness: 17
Speed: 22	Recovery: 17	Charisma: 15



Finisher Move: The Sharpshooter

Owen's high speed is unparalleled; he can almost win his matches with simple punches and kicks. Quick, simple and repetitive attacks set the opponent up for the Sharpshooter.

Name of Move:	Command:	Key Notes:	Damage:
German Suplex	◀ ▶ ▲ ▴	from behind	12
Hurricanrana	◀ ▶ ▲ ▴	corner-facing	12
Superplex	◀ ▶ ▲ ▴	corner-facing	11
Hurricanrana	◀ ▶ ▲ ▴	standing	11
Indian Deathlock	◀ ▶ ▲ ▴	at the feet	Pain
Reverse	◀ ▶ ▲ ▴	at the feet	Pain
Shooting Star Press	◀ ▶ ▲ ▴	turnbuckle, oppnt. down	16
Spinning Kick	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	16
Sunset Flip	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	13
Sharpshooter	◀ ▶ ▲ ▴	at the feet	Pain
Rescue	⏏ ⏏ ⏏ ⏏	summon Owen Hart	N/A

Ken Shamrock



Shamrock's stats are all on the high end — average, with Speed his only exceptional stat. One must immediately suspect that "the world's most dangerous man" has more up his sleeve than his stats here suggest.

Player Statistics	Strength: 16	Toughness: 16
Speed: 20	Recovery: 15	Charisma: 15



Finisher Move: The Ankle Lock

Unless I know hidden moves, Shamrock — only an average contender. However, with the Hurricanrana and any one — the five submission holds shown here, he is a proven winner.

Name of Move:	Command:	Key Notes:	Damage:
Belly-Back Suplex	◀ ▶ ▲ ▴	from behind	13
Superplex	◀ ▶ ▲ ▴	corner-facing	13
Hurricanrana	◀ ▶ ▲ ▴	standing	13
Reverse ST	◀ ▶ ▲ ▴	at the feet	Pain
Leg Bar	◀ ▶ ▲ ▴	at the feet	Pain
Pain Killer	◀ ▶ ▲ ▴	at the head	Pain
Arm Bar	◀ ▶ ▲ ▴	at the head	Pain
Hurricanrana	◀ ▶ ▲ ▴	running opponent	13
Hurricanrana	◀ ▶ ▲ ▴	running	13
Splash	◀ ▶ ▲ ▴	turnbuckle, oppnt. down	18
Hurricanrana	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	18
Ankle Lock	◀ ▶ ▲ ▴	at the feet	Pain
Rescue	⏏ ⏏ ⏏ ⏏	summon Ken Shamrock	N/A

Kane



Kane is the brother of the Undertaker, evident in their move lists if not in their stats: Kane is built much more to the tastes of an aggressive player.

Player Statistics	Strength: 20	Toughness: 18
Speed: 12	Recovery: 20	Charisma: 13



Name of Move:	Command:	Key Notes:	Damage:
Side Slam	◀ ▶ ▲ ▴	from behind	15
Superplex	◀ ▶ ▲ ▴	corner-facing	15
Leg Lock	◀ ▶ ▲ ▴	at the feet	Pain
Spinebuster	◀ ▶ ▲ ▴	opponent running	15
Flying Elbow	◀ ▶ ▲ ▴	turnbuckle, oppnt. down	20
Flying Forearm	◀ ▶ ▲ ▴	turnbuckle, oppnt. up	20
Tombstone Piledriver	◀ ▶ ▲ ▴	tie-up	20+Pin
Rescue	⏏ ⏏ ⏏ ⏏	summon Kane	N/A

Finisher Move: Tombstone Piledriver

What holds true for the Undertaker holds true for Kane: Use simple, punishing moves from the basic move list to set up the Tombstone finisher.

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Headbanger Thrasher



The tall, lithe Thrasher is one of the fastest characters you can choose. For what it's worth, you'll have little trouble getting the crowd behind you every match.

Player Statistics Strength: 13 Toughness: 15
Speed: 22 Recovery: 15 Charisma: 18



Finisher Move: The Stage Dive

Thrasher has what amounts to a rarity in this crowd: a Finisher that actually does significantly better damage than his regular moves. Whether the extra damage is worth the trouble is up to you. Looks cool, though.

Name of Move:	Command:	Key Notes:	Damage:
Belly-Back Suplex	⬅️ ⬆️ ⬇️ ⬅️	from behind	10
Superplex	⬅️ ⬆️ ⬇️ ⬅️	corner-facing	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	standing	Pain
Boston Crab	⬅️ ⬆️ ⬇️ ⬅️	at the feet	10
Power Slam	⬅️ ⬆️ ⬇️ ⬅️	opponent running	10
Shooting Star Press	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, opponent down	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, opponent standing	10
Stage Dive	⬅️ ⬆️ ⬇️ ⬅️	tie-up	16
Rescue	⬅️ ⬆️ ⬇️ ⬅️	summon Thrasher	N/A

Headbanger: Mosh



Although his Charisma is still too high for my tastes, Mosh is clearly superior to Thrasher: almost the same Speed, better Strength and Toughness. Not great, but easily adapted to an aggressive style.

Player Statistics Strength: 15 Toughness: 16
Speed: 20 Recovery: 15 Charisma: 16



Finisher Move: Running Power Slam

Mosh has one of the coolest Finisher moves available, with all the excitement of the aerial attacks, good damage and a pinfall thrown in for good measure.

Name of Move:	Command:	Key Notes:	Damage:
German Suplex	⬅️ ⬆️ ⬇️ ⬅️	from behind	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	corner-facing	10
Wishbone	⬅️ ⬆️ ⬇️ ⬅️	at the feet	10
Sidewalk Slam	⬅️ ⬆️ ⬇️ ⬅️	opponent running	10
Somersault Senton Splash	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, oppnt. down	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, oppnt. up	10
The Mosh Pit	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, oppnt. up	16
Rescue	⬅️ ⬆️ ⬇️ ⬅️	summon Mosh	N/A

Shawn Michaels



Shawn's high speed and toughness jump out on his stats, suggesting an offensive style of play with the ability to withstand the occasional screw-up.

Player Statistics Strength: 15 Toughness: 19
Speed: 24 Recovery: 18 Charisma: 15



Finisher Move: Sweet Chin Music

Shawn gets the short end of the stick on finishing moves. Already hurting from a lack of high-damage moves, his finishing move is harder to pull off and does less damage than his aerial attacks!

Name of Move:	Command:	Key Notes:	Damage:
German Suplex	⬅️ ⬆️ ⬇️ ⬅️	from behind	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	corner-facing	10
Superplex	⬅️ ⬆️ ⬇️ ⬅️	corner-facing	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	standing	10
Figure-Four Leglock	⬅️ ⬆️ ⬇️ ⬅️	at the feet	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	opponent running	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	running	10
Shooting Star Press	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, opponent down	10
Hurricanrana	⬅️ ⬆️ ⬇️ ⬅️	turnbuckle, opponent standing	10
Sweet Chin Music	⬅️ ⬆️ ⬇️ ⬅️	tie-up	14
Rescue	⬅️ ⬆️ ⬇️ ⬅️	summon Shawn Michaels	N/A

Custom Wrestlers

WWF War Zone has one of the coolest custom player features ever. Naturally, the look of your wrestler is entirely up to you, but there are limits to how effective your wrestler can be.

1 Choosing Stats

You have 25 points to spend on the five characteristics: Strength, Toughness, Speed, Recovery and Charisma. I prefer to skimp on Charisma and Recovery—I play an offensive style that doesn't require them—and load up on Strength, Toughness and Speed.



2 Choosing a Style

You can choose your "palette" of wrestling maneuvers from any of the 16 stock characters, or you can choose from one of four generic characters: Cheesemaster, Pit Scorpion, Colossus and Twist.



Finishing Moves

Cheesemaster
Running Power Slam:
⬅️ ⬆️ ⬇️ ⬅️
Pit Scorpion
Scorpion Death lock:
⬅️ ⬆️ ⬇️ ⬅️
Colossus
Choke Slam: ⬅️ ⬆️ ⬇️ ⬅️
Twist
Torture Rack: ⬅️ ⬆️ ⬇️ ⬅️

WWF vs WCW!

Also being released about this time is WCW vs. NWO: Revenge, the sequel to WCW vs. NWO: World Tour, which I previously dubbed the best fighting game available for the N64. Now that Accclaim has thrown its hat into the ring, let's compare:

Control: Both games are designed to work smoothly with the N64 controller; basic attacks are set to the **1** and **2** buttons, and "ring actions" relegated to the C-buttons. **Judgement:** Draw

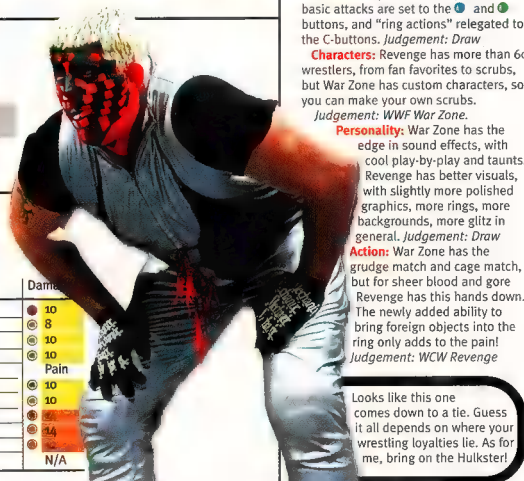
Characters: Revenge has more than 60 wrestlers, from fan favorites to scrubs, but War Zone has custom characters, so you can make your own scrubs.

Judgement: WWF War Zone.

Personality: War Zone has the edge in sound effects, with cool play-by-play and taunts. Revenge has better visuals, with slightly more polished graphics, more rings, more backgrounds, more glitz in general. **Judgement:** Draw
Action: War Zone has the grudge match and cage match, but for sheer blood and gore, Revenge has this hands down. The newly added ability to bring foreign objects into the ring only adds to the pain!

Judgement: WCW Revenge

Looks like this one comes down to a tie. Guess it all depends on where your wrestling loyalties lie. As for me, bring on the Hulkster!



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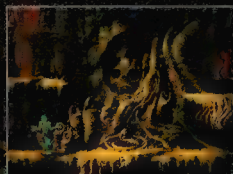


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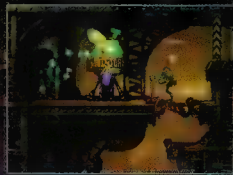
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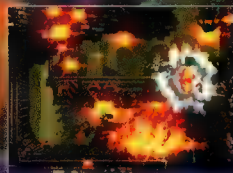
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Winning Strategies for WCW and NWO rosters!



XG Strategy
by Benjamin Durbin

WCW vs NWO: World Tour, the predecessor to Revenge, was hailed (by me, at least) as the best fighting game for the Nintendo 64. With the improvements in the sequel (better control and gameplay, more big-name wrestlers, more costumes, more arenas, bigger and better everything), it seems clear that Revenge has eclipsed World Tour. The field of competitive titles in this genre is narrow, but better games are on their way (check out the strangely compelling Flying Dragon in this issue). Before long, the award for "best N64 fighting game" will be largely determined by your taste in genres. For me, for now at least, it's still WCW vs NWO: Revenge.

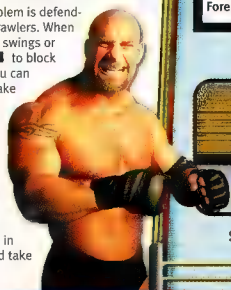
Database

time to complete **four hours**
challenge **medium**
best move **any submission**
best wrestler **Ultimo Dragon**
coolest wrestler **the Hulkster**

system **Nintendo 64**
publisher **THQ**
developer **Asmik**

Blocking

Your first problem is defending against brawlers. When the opponent swings or kicks, press **[X]** to block the attack. You can hold **[X]** to make yourself all but immune to physical blows, and force a grapple. If your timing is perfect, you will actually catch his arm or leg in midswing, and take him down.



Winning with Style!

The WCW world is more complicated than simple black-and-white, but when you step into the ring, you basically have two choices before you: Brains or Brawn. If you want to wrestle like the technical champions of the sport, read on (or turn the page and study up on the darker side ...)

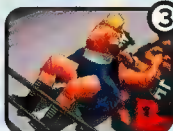


DDP

Fighting Style: Brawler
Foreign Object: 70%
Brawling: Face up, at head, **[X]**
Pinfall: Strong Grapple Rear, **[X]**



Getting a Little Juice



Strong Grapple (hold **[X]**) to Held Piledriver (**[X]** + **[Z]**) to Straddle-and-Pummel (**[X]**)

A crowd favorite, DDP is a tough brawler who seems to enjoy inflicting pain. His technical maneuvers usually start off with a cheap shot, or finish up with a painfully unusual twist.

Goldberg

Fighting Style: Brawler
Foreign Object: 50%
Brawling: Strong grapple **[X]**, Face up (at head) **[X]**
Submission: Strong grapple, **[X]** + **[Z]**
Pinfall: Front grapple, special



Old Fashioned Ass-Whuppin'



Strong Grapple (hold **[X]**) to Combo Attacks (**[X]** + **[Z]**, tap **[X]** + **[Z]** then **[X]**) to Straddle-and-Pummel (**[X]**)

Goldberg is the no-nonsense icon of the WCW faction. As a former football player, his style is predictably simple and direct. A good mix of brawling attacks, though limited in submission and pinfall techniques.

Offensive Tactics

Grappling

There are four kinds of grapples: weak and strong, front and back. To put your opponent in a weak grapple, tap **[X]**; for a strong grapple, hold **[X]**. The winner of the grapple will have his arms over the opponent's. From here, you can tap **[X]** or **[Z]**, with or without **[X]** or **[Z]**, to perform a maneuver.

Counter Moves

If you see your opponent coming forward to grapple you, tap **[X]** to reverse the grapple. (You can also use this when you win a grapple to get behind your opponent.) If you can't stick the reversal, try tapping the **[Z]** button instead. You may be able to counter the maneuver before it is completed.

Positioning

If you want to be a successful grapple, you need to be able to position your opponent properly for the move you want to complete. Think of your opponent as a lump of clay for you to sculpt at your whim—and if you've beaten him down sufficiently, that comparison is not too far off ...

- **Opponent is in a Front Grapple:** Press **[X]** to switch to a Rear Grapple
- **Opponent is standing and dizzy:** Press **[X]** to spin the opponent front/rear
- **Opponent is on the mat:** Press **[X]** to flip opponent face up/down
- Press **[X]** to hop from feet/head/across



Climb the turnbuckle and hold the analog stick.

Working the Crowd

Simply beating the pus out of your opponent is not enough; to keep your spirit meter high, use different kinds of impressive or high-risk maneuvers.

- A red spirit bar is superior to a blue spirit bar, and you will tend to win grapples and counter more often.
- You can taunt your opponent or pose for the crowd to increase spirit. Tap the

analog stick to perform your taunt.

- When your spirit meter is red and flashing very quickly, you can pose to move your spirit meter to "Special." Now you can perform killer finishing moves, but the real advantage to being in "Special" Mode is that you will win most grapples and recover quicker when you are hit.

Special Moves

Each move is rated 1 to 4 stars. Points added for Pinfalls and Submissions, points lost for useless or wussy moves.

Goldberg	Front: Jackhammer	000
	Rear: Double Underhook	00
DDP	Front: Diamond Cutter	000
	Rear: Suplex	00
Bret Hart	Front: Sharpshooter	0000
	Rear: Belly-Back Suplex/Pin	000
Chris Benoit	Front: Power Bomb Rollover	0000
	Rear: Triple Belly-Back Suplex	0000
Rick Steiner	Front: Dbl. Underhook Bomb	000
	Rear: Belly-Back Suplex	00
Fit Finley	Front: Pile Driver	00
	Rear: Sleeper Hold	000
Booker-T	Front: Neck Breaker Snap Kick	000
	Rear: Sidewalk Slam	00
Saturn	Front: Death Valley Driver	00
	Rear: Belly-Back Suplex	00
Disco Inferno	Front: Arm Bar Snapdown	00
	Rear: Rollover	000
Jim Neidhart	Front: Pwr.house Choke Slam	000
	Rear: Atomic Drop	00
British Bulldog	Front: Power Slam	00
	Rear: Atomic Drop	00
Glacier	Front: Cryonic Kick	00
	Rear: Spinning Back Kick	00
Van Hammer	Front: Back Breaker	000
	Rear: Reverse Suplex	00
Yugi Nagata	Front: Crossarm Takedown	00
	Rear: Double Underhook	000
Larry Zbysko	Front: Face Drop Submission	000
	Rear: Fallaway Sleeper	000
La Parka	Front: Underhook Powerbomb	000
	Rear: Belly-Back Suplex	00
Stevie Ray	Front: Sidewalk Slam	00
	Rear: Small Package	000
Chris Jericho	Front: Lion Tamer	000
	Rear: Reverse Suplex	00
Eddie Guerrero	Front: Superbomb	0000
	Rear: Belly-Back Rollover	000
Psychosis	Front: Inverse Face Drop	000
	Rear: Belly-Back Suplex	00
Rey Mysterio Jr.	Front: Crucifix	000
	Rear: Hurricanrana Pin	000
Dean Malenko	Front: Sharpshooter	0000
	Rear: Underhook Back Drop	000
Juventud Guerrero	Front: Hurricanrana Face Drop	00
	Rear: Hurricanrana Pin	00
Ultimo Dragon	Front: Running Power Bomb	00
	Rear: Hurricanrana Pin	000
Chavo Guerrero Jr.	Front: Crucifix	00
	Rear: Rev. Hurricanrana Bridge	000
Alex Wright	Front: Inv. P.bomb Rollover	0000
	Rear: Belly-Back Pin	000

Ultimo Dragon

Fighting Style: High-flying Grappler	Foreign Object: 40%	Pinfall: Strong grapple rear, 0 Strong grapple rear, 0
	Submission: Face down, at feet 0	

Blazing Speed and Technique

A cruiser-weight with a dizzying array of high-speed, high-risk maneuvers, submission holds and martial arts training—the whole package.



Weak Grapple (tap 1) to Spinning Takedown (tap 2) to Submission Hold (3)

Bret Hart

Fighting Style: Grappler	Foreign Object: 70%	Pinfall: Strong grapple, 0 Strong grapple rear, 0
	Submission: Face up, at head, 0	

Putty In Your Hands

A master of the technical aspect of the game, Hart is always finding new ways to torture his opponents. On the other hand, he still wears that pink leopard. You won't see the Hulkster in that kind of get up.



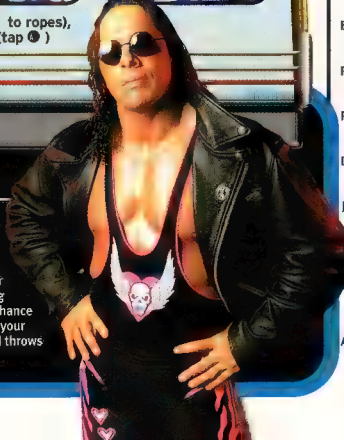
Strong Grapple (hold 1) into Ropes (2) to ropes, Back Breaker (tap 1) to Sleeper Hold (tap 2)

Pinfall Maneuvers

Once you have chosen a wrestler you want to learn, start looking for Pinfall maneuvers: a move that damages the opponent as well as takes him to the mat almost "pinned." The advantage here is clear: no wasted time repositioning the opponent for a normal pin. Strong grapples, rear grapples and type 0 hits are most likely to produce pinfall maneuvers.

Submissions

Far superior to the mere pinfall is the submission hold, the purview of the true grappling masters. Choke holds, joint locks and sleeper holds not only do devastating damage, they stand a good chance of ending the match early as your opponent begs for mercy and throws in the towel.



Independents

Special Moves

Raven	
Front: Snap Kick-DDT	00
Rear: Belly-Back Suplex	00
Lodi	
Front: Underhook P.bomb	000
Rear: Sleeper Hold	000
Riggs	
Front: Underhook P.bomb	000
Rear: Sleeper Hold	000
Sick Boy	
Front: Face Bomb	00
Rear: Back Drop	00
Reese	
Front: Underhook P.bomb	000
Rear: Sleeper Hold	000
Aki Man	
Front: Dbl. Legbreaker	000
Rear: Dbl. Underhook Pin	000
Shogun	
Front: Shogun Slam	0000
Rear: Underhook Backdrop	000
Executioner	
Front: Hanging Powerbomb	000
Rear: Gutwrench Pin	000
Dr. Frank	
Front: Centrifuge	000
Rear: Torture Rack	000
Jekel	
Front: Cyclone Powerbomb	000
Rear: Underhook Back Drop	000
Maya Inca Boy	
Front: Powerbomb Pin	000
Rear: Belly-Back Suplex	000
Hawk Hana	
Front: Hawk's Thunder	000
Rear: Steppover Crunch	000
Kim Chee	
Front: Tombstone Piledriver	00
Rear: Korean Twist	00
Duke Ken	
Front: Short Clothesline Tackle	00
Rear: Abdominal Stretch	00
Brickowski	
Front: Hanging Powerbomb Pin	000
Rear: Abdominal Stretch	000
Ming Chee	
Front: Brainbuster	00
Rear: Belly-Back Suplex	00
Han Zo Mon	
Front: 360 Hanging Piledriver	000
Rear: Back Drop Rollover	000

Hidden Players!

Special Moves

To unlock these characters, you must win the championship belt listed.

Curt Hennig (U.S. Heavyweight)	
Front: S.Package Press	000
Rear: Bulldog	00
Roddy Piper (World Heavyweight)	
Front: Flits of Fury	000
Rear: Sleeper Hold	000
Kidman (Cruiser-weight)	
Front: Inverse Powerbomb	00
Rear: Rollover	00
Kanyon/Mortis (TV Title)	
Front: Flatliner	000
Rear: Back Drop	00
Meng (Tag Team)	
Front: Powerhouse C.Slam	000
Rear: Belly-Back Suplex	000
Barbarian (Tag Team)	
Front: Powerhouse C.Slam	000
Rear: Belly-Back Suplex	000

The Brawler's Battleground

By now you've had enough of the namby-pamby Marquis of Queensbury style. Now you'll learn how to really dish out some pain.



Basic Brawling

With the button you can punch and kick. The fighting engine lets you get a lot out of this one button, depending on how far you are from your opponent, and how long you press the button. If your opponent starts blocking, back off, or you may find your attacked countered.

Sting

Fighting Style: Maximum Pain
Foreign Object: 100%

Submission: Face down, at head,
Pinfall: Strong rear,



Brute Strength Meets Polished Skill



Rear Grapple (tap) to Bulldog (tap) to Camel Clutch (tap)

Consider that Sting enters every match with a weapon, you have a good idea what to expect. Surprise! Even with his bare hands, he has an array of crippling maneuvers.

Randy Savage

Fighting Style: All-Around
Foreign Object: 40%

Pinfall: Front grapple, special



Pound, Twist, Repeat



Strong Grapple (hold) to Knee Drop (tap) to Half Crab (tap)

A salty veteran of the ring, Savage's skills are evident: his ability to position the opponent for follow-ups, enabling him to sustain an attack without pause. That, and he's just plain cool.

Running Attacks

Much more difficult to block, these basically come in two forms: the straight dash, and off-the-ropes.

- Straight Dash: then
- Off-the-Ropes: +D-pad to ropes,

Running attacks are much harder to block. If you are blocked, you can immediately dash off the opposite direction, avoiding the grapple.

• The Cruiser-weight Flip
This is the coolest and most effective kind of running attack. Not all wrestlers have the agility necessary for this maneuver. It is unblockable.

- Flip: +D-pad to ropes, at ropes

The Elusive TKO

OK, there's no such thing as a TKO in wrestling, and you can't win by TKO in any of the Championship challenges. However, in exhibition matches, you can turn this option on. Even better, turn off Ring Out, Pins, Rope Break and Submissions, then play for a TKO win only. Make sure you have your realism turned on for loads of bloody fun.



More than any other style, Tag Team matches really lend themselves to the brawler's game. It's extremely difficult to pin your opponent when his partner can

The Tag Team

hop in the ring and clean your clock before the 3-count.

The Tag Team format favors cheaters, heels and brawlers.

Tag Out/Enter Ring:

Double Team: (same time as partner)

Aerial Attack:

From a grapple, for rear grapple, then to put opponent on shoulders

Partner uses D-pad + to attack

Special Moves

Hulk Hogan

Front: Sucker Punch
Rear: Back Stretch Rollover

Giant

Front: Choke Slam
Rear: Side Choke Slam

Bryan Adams

Front: Side Slam
Rear: Reverse Suplex

Scott Hall

Front: Outsider's Edge
Rear: Belly-Back Suplex

Scott Norton

Front: Back Breaker Slam
Rear: German Suplex

Buff Bagwell

Front: Crucifix
Rear: Belly-Back Suplex/Pin

Scott Steiner

Front: Hanging Piledriver
Rear: Full Nelson Suplex

Curt Hennig

Front: Hanging Piledriver
Rear: Double Underhook

Kevin Nash

Front: Power Bomb
Rear: Side Slam

Sting

Front: Scorpion Deathlock
Rear: Scorpion Death Drop

Lex Luger

Front: Powerbomb Press
Rear: Torture Rack

Randy Savage

Front: Savage Beating
Rear: Small Package

Konnor

Front: Small Package Drop
Rear: Belly-Back Suplex

Hulk Hogan



Fighting Style:
Cheater

Foreign Object: 100%
Brawling: Front grapple, special

Submission: Face up, at head
Pitfall: Rear grapple, special

Cheap Shots Galore

The Hulkster has some submission holds in his repertoire, but what better way to win than to use a foreign object? No autopsy, no foul.



1



2



3

Face Rake (hold) to Body Slam (tap +) to Choke (tap)

Giant



Fighting Style:
Brawler

Foreign Object: 60%

High-Powered Manhandling

The Giant's large size seems to give him an edge in collision-detection, enabling him to block more easily and succeed more often on his running attacks.



1



2



3

Weak Grapple (tap) to Piledriver (+) to Choke (tap)

No Customs Check Necessary

What would wrestling be without some heel dragging a folding chair into the ring? Learning to brawl with a foreign object is key to any brawling victory. And, apparently, it's legal—the referee inevitably too distracted to hand out a DQ. Grab a Foreign Object: into crowd. Your chance of grabbing a foreign object depends on how big a heel you

are. Straight shooters will usually come up empty, while the Hulkster almost always fishes something useful out of the throng.

Attack Standing Opponent: tap

Attack Downed Opponent: hold

Running Attack: tap

Battle Royal Mode

The pinnacle of the brawler's career. Before you start this exhibition match, turn off Ring Out and Rope Break. This will allow you to leave the ring to gather foreign objects, and get back in. When you can beat the entire 40-man lineup without losing, you've arrived.



ROGUE TRIP



XG Strategy
by Andrew Baran

The creators of the Twisted Metal series have an all-new vehicular combat game ready for you. Using the same engine of the previous games, there have been all sorts of tweaks to make things much more intense. The biggest change? The way health is doled out. You must buy repairs, and you have to "capture" tourists. Money is also a very important factor. If you liked Twisted Metal and you'll enjoy Rogue Trip quite a bit.

Database

time to complete three hours
challenge moderate/hard
best weapon Meteor
coolest car Blohazard
best advice keep that tourist!
system PlayStation
publisher GT Interactive
developer SingleTrac

The Right Moves



Master the Special Moves and you'll be a lot better off.

Turbo
Jump
Rear Fire
Stun
Rear Stun
Money Steal
Land Mine
Shield
z-wheels-L
z-wheels-R

⬆ or ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆
⬆ + ⬆

Reverse Turbo
*Only for use with Analog controller

The Big Guns

Below is the damage listing for each weapon. You should concentrate on weapons that home-in or cause extensive damage. You can power each them up, but this will cost you \$1,000.

You can power up the weapons, but it's not really worth it.



Techniques

Plenty of Gameplay: There are a lot of things that aren't readily apparent to someone first picking up the game.

1 You can perform midair jumps. When falling off a building or ramp, simply try to jump. This is a great way to make nigh-impossible jumps across chasms.

2 While it may be fun to have the computer cars tear each other apart, they will NOT kill each other off. They can lower each other's strength. Wait until they weaken themselves, then drive in for the kill.

3 Look for cool weapon combos, such as a Stun/Scorchers hit. Very damaging.



Midair jumps can send you flying to hard-to-reach spots.

The Tourists

As long as you hold a tourist you gain money (up to \$1,000). As you hit each photo opportunity, you'll gain more cash. On top of that, the cash earned for destroying level features is doubled. Grab the tourist at all costs, because extra money can be converted into extra lives. Don't shoot them or they'll bolt!

- Capt. Proton:** Turns on a dime
- Lochner:** Fast but doesn't really turn
- Billy Ray-Bob:** Bounds around
- Van Krank:** Easiest to catch

Photo	Pay Scale
First:	\$3,000
Second:	\$3,500
Third:	\$4,000
Fourth:	\$4,500
Fifth:	\$5,000
Sixth:	\$5,500
Pay Scale Two-Player	
First:	\$1,500
Second:	\$1,750
Third:	\$2,000
Fourth:	\$2,250
Fifth:	\$2,500
Sixth:	\$2,750



Machine Gun

Weapon STR: 25/50/75
Powers up three times

Meteor

Weapon STR: 1/5/3
Power has increased STR

Scorchers

Weapon STR: 4
L2 has longer range

Blaster

Weapon STR: 3/4
L2 has longer range

Prowler

Weapon STR: 4/4
L2 shields your car too

Remote Bomb

Weapon STR: 2/2
L2 has a larger blast

Stingers

Weapon STR: 1/5/3
Power has increased STR

Ejectulator

Weapon STR: 1/1
L2 homes in better

Stalker

Weapon STR: 1/4
Power increase at L2

Stun

Weapon STR: 25
It's best when combined

Mine

Weapon STR: 1
It's a good surprise

The Competition

Meat Wagon

Special Weapon: Weenie Whacker Power: 4



Top Speed: 131 W/Turbo: 165 Handling: 7
Armor: 6 AI Difficulty: Average Mass: 8

Make sure you whack your opponents head-on with your Special or it'll cause only a fraction of damage.

Gator Bait

Special Weapon: Chicken Lickin' Power: 4



Top Speed: 123 W/Turbo: 155 Handling: 9
Armor: 2 Difficulty: Tough Mass: 4

The key to using this special successfully lies within you ramming your opponent. Once you do, keep tapping.

Destroying Angel

Special Weapon: Torched by an angel Power: 3



Top Speed: 116 W/Turbo: 147 Handling: 8
Armor: 7 AI Difficulty: Easy Mass: 10

You can get hit with your own Super. Always fire at your opponents from a distance or you'll maul yourself.

Sidewinder

Special Weapon: Exploding Arrow Power: 2



Top Speed: 136 W/Turbo: 172 Handling: 8
Armor: 5 Difficulty: Average Mass: 4

While the Special is hard to hit with, it can knock opponents' end-over-end. The weapon does two types of damage.

Pyro

Special Weapon: Vapor Cloud Power: 1-5



Top Speed: 128 W/Turbo: 160 Handling: 5
Armor: 8 AI Difficulty: Average Mass: 8

You must always cause damage when you trigger your Super, otherwise it'll do a pitiful amount of damage. Machine gun away!

Vermin

Special Weapon: Disrupt-O-Ray Power: 3



Top Speed: 131 W/Turbo: 165 Handling: 8
Armor: 4 AI Difficulty: Average Mass: 3

Weaken opponents with pick-ups, then finish them off with your Special. It's pretty powerful.

Biohazard

Special Weapon: Zoomy Rockets Power: 3



Top Speed: 117 W/Turbo: 148 Handling: 5
Armor: 10 AI Difficulty: Average Mass: 10

Biohazard is your close-combat car. The Special doesn't home, so you'll have to be dead-on. Your armor will protect you.

Chopper - Hidden

Special Weapon: Seekers Power: 1



Top Speed: 131 W/Turbo: 165 Handling: n/a
Armor: n/a AI Difficulty: n/a Mass: n/a

If you use an Analog controller, you can fly backward. A weaker form of the UFO. It's weak in every way.

Intruder

Special Weapon: The Ripper Power: 7



Top Speed: 148 W/Turbo: 186 Handling: 7
Armor: 9 AI Difficulty: Hard Mass: 6

Stun your opponents, then Special them to oblivion. This is the fastest vehicle in the game. Excellent for a hit-and-run.

UFO - Hidden

Special Weapon: Entropy Beam Power: 3



Top Speed: 141 W/Turbo: 179 Handling: n/a
Armor: n/a AI Difficulty: n/a Mass: n/a

The most maneuverable vehicle in the game. You can reach areas impossible to get to with most of the other ones.

Ozone

Special Weapon: Shock Treatment Power: 1-6



Top Speed: 133 W/Turbo: 167 Handling: 6
Armor: 6 AI Difficulty: Average Mass: 7

This weapon locks onto enemies, even those to your side. Keep tapping your Attack button to do more damage.

Goliath - Boss

Special Weapon: Scream Roller Power:



Top Speed: 112 W/Turbo: 141 Handling: n/a
Armor: n/a AI Difficulty: Tough Mass: n/a

When you crunch an opponent, back up and crunch again. Repeat this until he/she dies. Don't use against Intruder though.

Bitchin' Wheels

Special Weapon: Poodle Power Power: 4



Top Speed: 140 W/Turbo: 176 Handling: 7
Armor: 9 AI Difficulty: Pesky Mass: 5

For the best attack, stun your opponent then send the poodles out in a giant furry barrage.

Nightshade - Boss

Special Weapon: Dueling Blasters Power: 5



Top Speed: 143 W/Turbo: 181 Handling: n/a
Armor: n/a AI Difficulty: Tough Mass: n/a

Nightshade has the toughest armor, just watch out for the nastiest Supers. If you lose treads, go to the repair station.

Rock 'N' Rule

Special Weapon: Glitter Rocket Power:



Top Speed: 131 W/Turbo: 165 Handling: 7
Armor: 5 AI Difficulty: Average Mass: 5

His weapon may be weak, but it homes in. Excellent for firing from within the safety of the safe spots.

Big Daddy - Boss

Special Weapon: ? Power: ?



Top Speed: ? W/Turbo: ? Handling: ?
Armor: ? AI Difficulty: Tough Mass: ?

Sources have confirmed that Big Daddy is playable. For the moment, we do not have the password.

Codes

Unlocked:
Funtopia:
Double Pickups
Infinite Turbo
Helicopter
Battle Boss 1 (Goliath)
Increased Armor
Goliath
Nightshade

Beat with:
Meat Wagon
Destroying Angel
Pyro
Biohazard
Intruder
Ozone
Bitchin' Wheels
Rock 'N' Rule

Password:
1 2 3 4 5 6 7 8 9 0
~ ! @ # \$ % ^ & *
- = + , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;

Infinite Jump
Alien Saucer
The Gulch

Gator Bait
Sidewinder
VerminX

1 2 3 4 5 6 7 8 9 0
~ ! @ # \$ % ^ & *
- = + , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;
: " ' , . / ' [] \ ;

A Few Tidbits: These codes were found beating the game with each of the characters. Sources say that there are many more codes hidden inside, but right now, they're not telling. More next month!



XLax



Tips for Beating the Level: Starting with XLax, you'll want to start earning money. If you're going to have a chance later on, you need the money for extra lives and for repairs.

1. During the level, keep nuking the

airplanes you see constantly flying onto the runway. If you have the tourist, you'll get twice the dough! For an excellent ambush point, enter the terminal. Keep an eye on your radar so you can stun whoever

comes up after you.

2. Need to take a breather and let the other cars pound on each other for a while? Jump on top—the terminal and you'll be safe from most of the enemy attacks.



Quick Cash

Gas Truck:	\$300
747:	\$1,000
Private Jet:	\$1,000

Item Key

- Money
- Machine Gun
- Meteor
- Scorcher
- Blaster
- Prowler
- Remote Bomb
- Stingers
- Ejectulator
- Stalker
- Health Center
- Upgrade Center

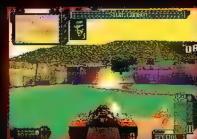
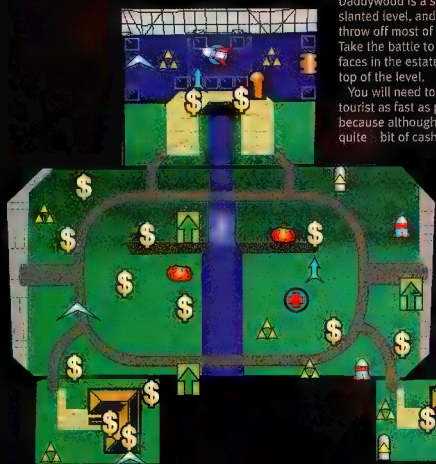
Daddywood

Tips for Beating the Level: Daddywood is a severely slanted level, and this will throw off most of your shots. Take the battle to the flat surfaces in the estates or at the top of the level.

You will need to collect the tourist as fast as possible, because although there are quite a bit of cash pick-ups,

the new weapons can drain you quickly. Unlike most of the other levels, there are no cash-earning targets.

For a good safe spot, make your way to the roof of the Daddywood mansion. Most of the enemy attacks will miss you, but keep an eye out for meteors. This place has good air fire.



Ambush Zone

The celebrity estates make excellent ambush zones, because there is only one entrance onto the property. Stun anyone who comes after you, and unload on them.



You can nuke the Daddywood sign, but it won't earn you any cash.

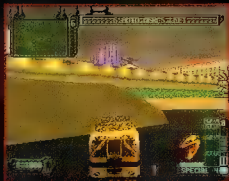


The Maul

Tips for Beating the Level: The Maul is one of the harder levels. The level is very tight and enclosed. If you're hunting down a car that has the tourist, you're in for a real fight. It's too easy to lose someone you're after.

If things are getting too intense, cool off on top of the buildings in the park. It is here that you'll face the least amount of opposition. You'll find some decent power-ups here as well.

An excellent ambush point is the ruined Capitol area. If you stun an enemy here, he/she might get shot up by the militant helicopter that roves over this whole area. Less cars here too.



On the walled-off Capitol section, helicopters will fire at you.

Quick Cash

Guard Chopper:	\$500
Trans. Chopper:	\$500
Zeppelin:	\$500
Wash. Monument:	\$500
Lincoln Memorial:	\$500
Casa Blanca Sign:	\$500

Area 51

Tips for Beating the Level: Area 51 is a fast-paced level, and you will fight the first Boss, Goliath here as well. The best bet you have for survival is to keep moving. Keep criss-crossing the level, with the two health stations as your way-points. If the other cars start chasing you, jump into the teleporter. The moon

makes a good hiding place.

The hangars make a good temporary hiding place, but they are easily destroyed.

If you've killed most of the auto mercs off, try shooting down the UFOs and the black helicopters. This will earn you money, with which to buy more lives.

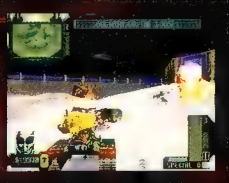
An interesting note: If you shoot the Allee Inn building, it'll shoot off into space. Once you're on the moon, you'll see it floating around weightlessly.

Quick Cash

UFO:	\$400
Black Helicopter:	\$500
Allee Inn:	\$500

Boss: Goliath

Goliath will come even if there are other cars around. Keep one automech alive for a distraction. Keep away from the Boss at all costs. Distance weapons are your key to beating him. If you get close, you'll be stunned and killed. Always keep moving. The moon is a good place



Big Boom

Knock over the Washington Monument (\$500 bonus), and it will explode. Don't get too close when you do this, or you'll get caught in the explosion and will be frozen for a few seconds.

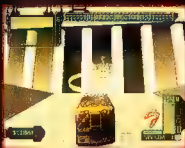


White House Fun

Here's some titillating fun you can have with the White House. Guide a Seeker at the La Casa Blanca sign. 1. If you hit it the girl's dress will fall off. 2. Shoot it once more and you'll set off some fireworks!

Lincoln's Memorial

Blasting the Lincoln Memorial can earn you a quick \$500. The weak point is the statue of Lincoln. When you shoot it, be sure to avoid his head which will roll at you and explode. If you have the tourist with you, you will receive \$1,000 instead.



To the Moon

The best place to go to kill off the other cars is the moon. Normally you can pick them one by one here. The gravity is a little bit weaker here, as one might expect. Any intense moves such as jumping are magnified. Going crazy will end up sending you out of control.



Neon Nightmare



Ambush Zone

By sitting on top of the wall, you can snipe against the other cars without getting hit a lot. Characters with homing weapons, like Rock 'N' Rule, can easily wipe out the competition. Just keep stunning and firing. If you get shot, just run to the nearby health.



Tips for Beating the Level: Neon Nightmare is a fast-paced level. You'll want to grab the tourist then look for an ambush point. The ledges make the ideal sniping point, as most enemies will totally ignore you while you drill them. The casinos are also excellent for battles, though it's harder for you to get to safety if things turn against you. Avoid the gravel pits at all costs. The other cars tend to cluster here, and they will all take pot shots at you. Compound this with nasty ramps and the fact that there aren't any health stations nearby, and you have a veritable death zone.

There is a giant slot machine in the middle of the level. Keep away from it, as any stray shots from your guns will trigger it. This will make you lose money, possibly of it.

Quick Cash

Helicopter:	\$500
Czar's Spires:	\$500
Motorcycle:	\$300

Boss: Nightshade



Put up a shield and unload all you've got at her. Nightshade will try to heal up, so keep on attacking. You can use the underpass that connects the gravel pits to avoid her when she's on the strip. It's safer that way.

Jackpot

It costs \$1,000 to play, so it's pretty much not worth the effort. In fact, you get all bombs, you will lose all of your cash!



Eternal Acres



Quick Cash

Helicopter:	\$500
-------------	-------

Tips for Beating the Level: This level is pretty tough. It's easy to run out of power from constant turboing. You'll have to turbo a lot to get up the hills. Accuracy is a key issue here, as the multiple hills will make shooting the other cars very difficult. On the brighter side, there is a small crypt that you can use to set up ambushes. Getting the tourist

Ambush Zone



The crypt hidden on the far left of the map makes an ideal ambush zone. There is only one entry point, making it easy to watch your back. There are a lot of weapons to be found here as well. Stock up, then fight!

and keeping him/her will be one of the most difficult challenges in the game.



Tough Shots

The toughest hazard in this level is the great number of hills you have to navigate through. Unless your weapons home-in, you will most likely miss any car trying to drive up them. You can use this to your advantage when evading the others too.

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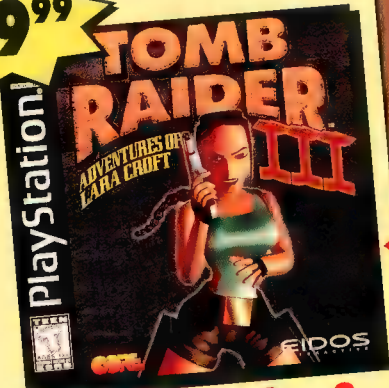
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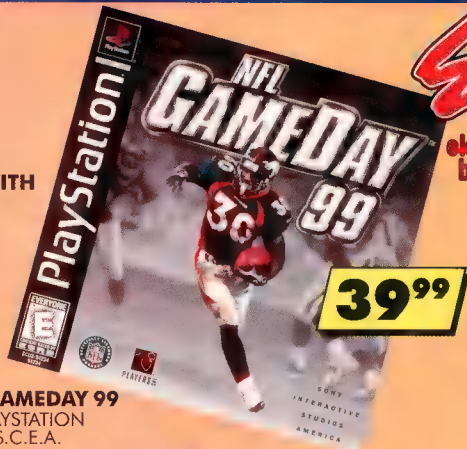
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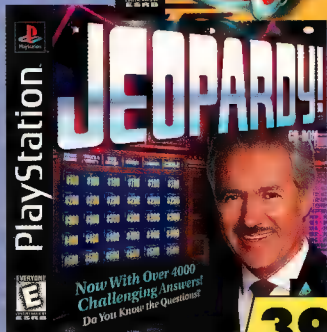
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Acclaim

59⁹⁹



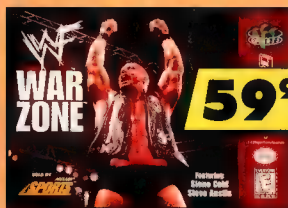
TUROK 2
NINTENDO 64
Acclaim

64⁹⁹



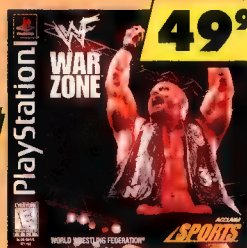
EXTREME G 2
NINTENDO 64
Acclaim

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WWF: WARZONE
NINTENDO 64
Acclaim

59⁹⁹



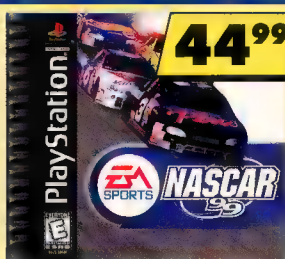
WWF: WARZONE
PLAYSTATION
Acclaim

49⁹⁹



MADDEN '99
PLAYSTATION
Electronic Arts

44⁹⁹



NASCAR '99
PLAYSTATION
Electronic Arts

44⁹⁹



NBA LIVE '99
PLAYSTATION
Electronic Arts

44⁹⁹



MADDEN '99
NINTENDO 64
Electronic Arts

49⁹⁹



NASCAR '99
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49⁹⁹



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So Cal

Item Key

- Money
- Machine Gun
- Meteor
- Scorcher
- Blaster
- Prowler
- Remote Bomb
- Stingers
- Ejectulator
- Stalker
- Health Center
- Upgrade Center

Tips for Beating the Level: So Cal is really compact level. It's best to stay away from the beach and the golf course. That's where the most cars will go, and they will not hesitate to gang up on you. The best place to go is the boardwalk on the far-left side of the map. The other cars will normally come to you one at a time. An ideal weapon for this level is the Meteor. With it, you can sit back and level the other combatant without getting shot.



Ambush Point

The far-left boardwalk is an excellent place to hide up. Not only is there a health station nearby, but you can also snipe onto the beach.

Quick Cash

Giant Pipes:	\$500
Goat Club:	\$500
Whale:	\$1,000
Airplane:	\$500



Animal Cruelty

File this under the "it's just plain wrong" category. If you jump into the tank (the Weeny World Aquarium parody of Sea World), you can kill the not-so-helpless killer whale. Doing so will net you a whopping \$1,000.

Surf City



If you want to fight in the waves, you'll have to contend with constantly being pushed back to shore. There are a few items rising out of the surf. You can reach them by turboing and jumping off a crest.



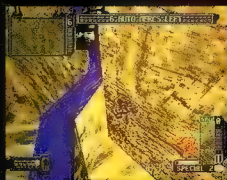
Hell-O-Stone

Tips for Beating the Level: Memorize the layout of this level or you will die. It's that simple. The reason behind this is the giant chasm that splits Hell-O-Stone Park in half. You're automatically dead if you fall inside. Don't jump around a lot. There's a simulated camp found in the northeastern part of the map. You should generally stay around

this section the first time you play this level. Once you know where the instant-kills are, you can start playing around them. Circling around the level seems to work the best. Just keep on one car and blast. Your laps should take you to the health station whenever you need it. This is one of the toughest levels in the game.

Quick Cash

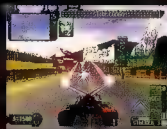
WV:	\$300
Balloon:	\$500
Bridge:	\$500



Don't fall into the chasm or you will lose all of your life.

Fun with Bridges

There are three giant bridges that cross the giant chasm that parts Hell-O-Stone Park. These make ideal ambush zones. If you are a little daring, try placing some mines along the sides of the bridge, and then try ramming the other cars into them. With a little luck and a lot of timing, you can send your hapless victim over the edge. If you are using a character, like Pyro, whose Special sends cars flying, you can be especially deadly here.



Quake-A-Roni



Alcatraz

Blast the tower inside the small grassy region, and it'll launch off and land on the famous prison-island of Alcatraz. It's some work, but the \$500 payoff is nice. Use a Stun to blow the tower up quickly.

Tips for Beating the Level: Blow up the TransAmerica building as soon as you can. The grassy section makes an excellent ambush zone. Lure cars into it, one by one, and pick them off. The ruined buildings are ideal for power-ups, so head to them whenever you need some ammunition. Hitting the other cars will be a bit harder because of the slanted cityscape.

Mass Destruction



A couple of Stuns will blow up the TransAmerica Building. This opens up the way to another area.



Stay Alert!

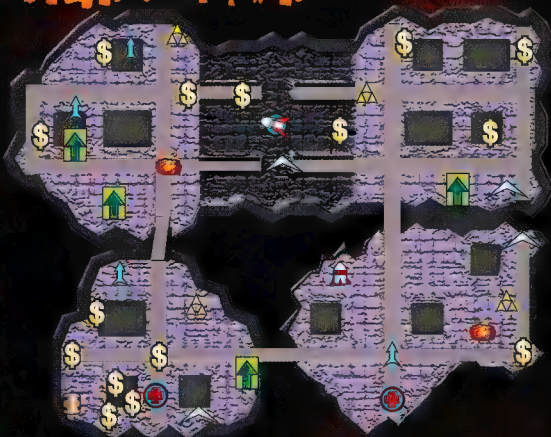
Embedded in the road are little chunks of concrete. They stick up just enough to make you slam into them. Keep your eyes peeled and either stay at the side of the road or jump over them. These are a real nuisance when you're chasing someone.



Quick Cash

Building: \$500
Alcatraz \$500

Nuke York



Tips for Beating the Level: This level is loaded with cash, which is essential because you'll take a lot of damage. Circle the level, and collect as much ammunition as possible. Fire the Meteor as much as possible to weaken the other cars. Keep moving until you close in for the kill. Concentrate on one car at a time at all possible. The faster you eliminate the cars the better it'll be for you. You can destroy the buildings, but keep them standing so you have some cover to drive around.



You can destroy the buildings with Stun shot.



Use the air jump technique to cross the largest bridges.

Read the Signs

Pay special attention to the signs near every bridge. There's one deadfall in the level. It looks like the others, but it'll lead right to a bottomless pit.



Quick Cash

Buildings: \$500

Boss: Big Daddy

The Last Boss: The final battle pits you against a massive mech that has three forms. Once you weaken the first form, chunks will break off, and the next segment will start attacking. Stuns do not work on Big Daddy. Save your power for Shields and Turbos. Big Daddy's accuracy is near-perfect.



Form 1: The first part of the battle will see you against a giant mech. It can destroy the buildings that you might try to use for cover. Keep driving in a circular pattern around the level, hitting all of the cash pickups that you can. Rear firing weapons work well against him. Meteor and Prowler weapons are effective as well.

Form 2: Do enough damage, and the main body of the mech will blow away, revealing a spider-like nightmare. Use your shields and go head-on, or use rear-firing weapons to peg it. The spider will move very fast, so turboing to get away is kind of pointless. Indirect weapons like the Meteor are useless against this fast bugger.

Form 3: The final form of Big Daddy is a floating globe that can unleash terrifying amounts of firepower at you. Worse yet, it seems to have a weak point that must be shot. Half the things you throw at it will do no damage. Your best bet is to load up on ammunition, shield up and go hunting. Homing weapons seem to work well.

Funtopia Bonus Level



Quick Cash

Spinning Cups:	\$50
Whirling Discs:	\$200
Farris Wheel bucket:	\$125
Swings:	\$100
Horses:	\$50
Crowns:	\$300, \$400, \$600
Train cars:	\$1,000, \$1,500

Tips for Beating the Level: This timed bonus round. You have to destroy all the rides before time runs out. Position yourself at the cup ride, with the disc ride right behind. Position your shots so that if you miss one ride, you'll hit the other.

When aiming at the rotating rides, aim for the edges. This way, if you miss one car, the next one should get zapped. Overall this bonus round is not too tough.

Trains



You'll have to use Blasters to nail the train cars. Only aim for the ones with the money. Since the train on a slightly raised platform, you'll have to jump to reach it. The train cars in the back are worth more money than the front ones. Time your shots.

Item Key

- Money
- Machine Gun
- Meteor
- Scorcher
- Blaster
- Prowler
- Remote Bomb
- Stingers
- Ejectulator
- Stalker
- Health Center
- Upgrade Center

The Gulch Bonus Level



Tips for Beating the Level: Staying in the thick of things makes it more likely you'll get the kill money for all the opponents. If the battle goes poorly for you, you can head for the mesas ... assuming you make the jump, they're relatively safe.



The survivor earns \$10,000

Quick Cash

Water Tower:	\$500
--------------	-------



Complete Moves List and Combos



XG Strategy
by Scott Augustyn

With the unbelievable amount of fighting games currently on the market, it is very hard to come up with a new and appealing way to get gamers to buy another fighting game. Most fighting games come from the base mold of Street Fighter and its many sequels, only adding a few new moves and characters and using the same old engine. Unfortunately, Rival Schools follows that trend but lends itself closer to the Street Fighter EX engine.

However, it does have some pretty cool features that sets it apart from the rest. The starting lineup of characters is pushing 20, giving many different styles to start with. There are also four new secret characters and a ton of pre-edited custom characters.

Also, as you finish the game with certain combinations of characters, new minigames or options will open up. This adds a new element to the basic fighting game. There are also some hidden "Extra" features that will be unlocked as you progress through the game.

Special moves in this box are the fighter's Burning Vigor moves.

Database

time to complete 1/2 hour
challenge variable
best character Daigo
hardest to master Hayato

system PlayStation
publisher Capcom
developer Capcom

IS THAT ALL?



There is one more extra option in the Extras Menu after the Staff Roll Option. This option has eluded me no matter what I seem to do, and Capcom won't tell me what to do to release it.

According to sources inside Capcom, this extra option will give you something special for sure. Can you find out what this option is?

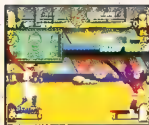
If you do, send us a line at scott.augustyn@zd.com and let us know. Who knows, you may even get your name in the magazine!



TECHNIQUES & MOVES

TARDY COUNTERS

This move can be invaluable while fighting. To perform it you must execute a move after blocking an attack by the opponent. Be sure to use this at the end of an opponent's Chain Combo.

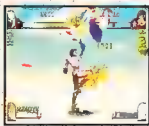


SAFE FALLS

A safe fall is a good way to quickly recover from being on the receiving end of a nasty combo or hit. Perform this move by pressing any two buttons at the same time.

TEAM-UPS

The team-up hits take two bars of super energy but can do a lot of damage or revive valuable energy. Check each character for what he/she offers as a possible teammate.

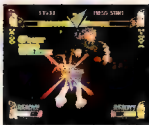


RIVAL LAUNCHER

This move'll launch the opponent in the air. If you can quickly follow him/her with a High Jump then you can perform a small midair combo. Press Down-Forward and a heavy attack to do it.

BURNING VIGOR

These moves are the "super" attacks for each character. They have a short delay and can be cancelled by hitting the opponent quickly. You can also cancel it with a Lightning Crush.



LIGHTNING CRUSH

This is a bolt of lightning that only appears if you perform the same strength attack on an opponent when he/she attacks you. It cancels the move and rewards you with super energy.



CUSTOM CHARACTERS

Custom characters are special fighters who will become available as you beat the game. They are a combination of characters and will have moves from several of them. There appearance is different from the rest but not too original.



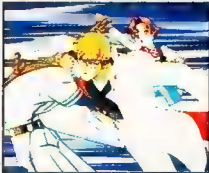
EXTRAS

Similar to the arcade version there are several "extra" options that will open up you progress through the game.

First there is the Movie Option. This will show a movie you have seen in the game thus far. It is opened up as soon as you see one.

The second option is the Picture Gallery. There are some killer pieces of artwork in this section but you must see them first during a Loading Screen for you to unlock them.

The third option is the Watch Mode. This mode is basically a demo fight. The computer randomly picks a couple fighters and you can watch a battle between the two. This is opened up after you finish the game. The next option is the Staff Roll or Credits. This option is opened the first time you finish the game.



BATSU

Team-Up Technique:
7-Hit 60% damage combo

COMBOS

- 4 Hits - 32% damage
LP, LP, HP, **◆+HK**
- 4 Hits - 33% damage
LP, LP, HK, **◆+HK**
- 4 Hits - 39% damage
LP, LP, HP, **◆◆+HP**
- 5 Hits - 52% damage
LP, LP, HK, **◆◆+WP**
- 6 Hits - 44% damage
LP, LP, HK, **◆◆+HP**

- Guts Bullet **◆◆◆+P**
- Guts Upper **◆◆◆+P**
- Crescent Kick **◆◆◆+K**
- Shooting Star Kick **◆◆◆+K**
- Super Guts Bullet **◆◆◆◆◆+P**
- Rival Launcher **◆◆◆◆◆+P(rapidly)**

HINATA

Team-Up Technique:
Raises Vigor bar by five levels

COMBOS

- 11 Hits - 41% damage
◆◆◆+HP, HP
- 4 Hits - 35% damage
LP, LP, HK, **◆+HK**
- 5 Hits - 38% damage
LK, LK, HK, **◆◆+HP**
- 7 Hits - 39% damage
LP, LP, HK, **◆◆◆+HK**

- Rengoken **◆◆◆+P**
- Shouyakuken **◆◆◆+P**
- Enbikyaku **◆◆◆+K**
- Renkyakudan **◆◆◆+K**
- Fire Senpu-kyaku **◆◆◆◆◆+K**
- Rival Launcher **◆◆◆◆◆+P(rapidly)**

KYOSUKE

Team-Up Technique:
14-Hit 62% damage combo

COMBOS

- 4 Hits - 35% damage
LK, LK, HP, **◆+HP**
- 4 Hits - 35% damage
LP, LP, HP, **◆+HP**
- 4 Hits - 39% damage
LK, LK, HK, **◆◆+HP**
- 6 Hits - 71% damage
LP, LP, HP, **◆◆+HK, ◆◆+HK, ◆◆+HP**

- Cross Cutter **◆◆◆+P**
- Shadow Wave **◆◆◆+P(in air)**
- Shadow Cut Kick **◆◆◆+K**
- Lightning Upper **◆◆◆+P**
- Lightning Strike **◆◆◆+P**
- Super Cross Cutter **◆◆◆◆◆+P**
- Double Shadow Cut Kick **◆◆◆◆◆+K**

SHOMA

Team-Up Technique:
4-Hit 60% damage combo

COMBOS

- 4 Hits - 35% damage
LP, LP, HK, **◆+HP**
- 4 Hits - 42% damage
LK, LK, HP, **◆+HP**
- 5 Hits - 45% damage
LP, LP, HK, **◆+HK**

- Fast Ball **◆◆◆+P**
- Grand Slam Smash **◆◆◆+P**
- Homicide Slide **◆◆◆+K**
- Catcher **◆◆◆◆◆+P**
- Baseline Shuffle **◆◆◆◆◆+LK+HK**
- (during) Sliding **LK**
- (during) Kick **HK**
- Hundred Balls **◆◆◆◆◆+P**
- Home Run Hitter **◆◆◆◆◆+P**

NATSU

Team-Up Technique:
Raises Vigor bar by six levels

COMBOS

- 4 Hits - 40% damage
LP, LP, HP, **◆+HP**
- 5 Hits - 60% damage
LP, LP, HP, **◆+HP**
- 5 Hits - 55% damage
LK, LK, HP, **◆+HP, ◆◆+HP**
- 5 Hits - 61% damage
LP, LP, HK, **◆+HP, ◆◆+HP**
- 9 Hits - 75% damage
LK, LK, **◆HP, ◆+HP, ◆◆+HP, ◆◆+HP**

- Jumping Serve **◆◆◆+P**
- Sliding Receive **◆◆◆+P**
- Rolling Receive **◆◆◆+P**
- Tokkun Spike **◆◆◆◆+P(in air)**
- Thousand Spikes **◆◆◆◆◆+P**
- Blazing Spike **◆◆◆◆◆+P(in air)**

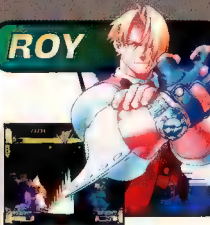
ROBERTO

Team-Up Technique:
4-Hit 50% damage combo

COMBOS

- 7 Hits - 65% damage
LP, LP, HP, HK, HK, HK
- 6 Hits - 55% damage
LP, LP, HK, **◆+HK, ◆◆+HK**
- 10 Hits - 86% damage
LP, LP, HK, **◆+HK, ◆◆+HK, ◆◆+HK, ◆◆+HK, ◆◆+HK, ◆◆+HK**

- Shining Save **◆◆◆+P**
- Long Shot **◆◆◆+K**
- Rising Kick **◆◆◆+K**
- Sliding Kick **◆◆◆+K**
- Bicycle Kick **◆◆◆◆+K(in air)**
- Victory Goal **◆◆◆◆◆+K**
- Rival Launcher **◆◆◆◆◆+K(rapidly)**

ROY

Team-Up Technique:
11-Hit 58% damage combo

COMBOS

- 5 Hits - 70% damage
LP, LP, HP, **◆+HK, ◆◆+HP**
- 5 Hits - 42% damage
LP, LP, HK, **◆+HK, ◆◆+LP**
- 5 Hits - 77% damage
LP, LP, HK, **◆◆+HP, ◆◆+HP**
- 7 Hits - 91% damage
LP, LP, HK, **◆+HK, ◆◆+HP, ◆◆+HP**
- 6 Hits - 81% damage
LP, LP, HP, **◆+HK, ◆◆+HK, ◆◆+HP**

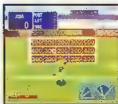
- Dynamite Straight **◆◆◆+P**
- Twister Upper **◆◆◆+P**
- Touchdown Wave **◆◆◆+P**
- First Slam **◆◆◆+P**
- Triple Twister **◆◆◆◆◆+P(rapidly)**
- Super Touchdown **◆◆◆◆◆+P**

MINIGAMES

There are a total of four known minigames on the evolution disc. In order to unlock these, you must play through the game as certain characters and, in some cases, with specific partners. Once you beat the game, check back to the Main Menu to see the new mode that should have opened up. Below is a list of the games and how to open them.

**SERVICE MODE**

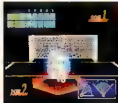
In this mode you must score points by blowing up the little heads. Play as Natsu with Shoma.

**TARGET MODE**

Here you need to knock out as many panels as you can. Go for the panel's corners. Play as anyone.

**HOME RUN MODE**

Here you'll need to go for distance. Time your swing right to smash it. Play as Shoma with Roberto.

**SHOOT-OUT MODE**

Here you'll need to have a penalty shoot-out with the computer. Play as Roberto with Shoma.

SECRET FIGHTERS!

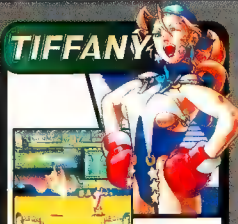
There are a couple secret characters who can be unlocked as you play through the game. Unfortunately, they are just the same characters who are already available but they're wearing a different costume. Below is a list of the characters and who you have to beat the game with in order to release them.

Beat it with	To Get
Tiffany	Tiffany2
Hinata	Hinata2
Natsu	Natsuz
Kyoko	Kyoko2

LESSON MODE

The Lesson Mode is pretty cool and could also hold a few secrets. It will walk you through each of the moves and techniques in the game you will need to know. There are six ratings: A through F, and the highest is S. The key to getting the highest rating is to go fast and do it right the first time.

RESULTS	
Character	Rating
AKIRA	A
BOMAN	A
EDGE	A
GAN	A
HIDEKO	A
KYOKO	A
TIFFANY	A
WINNER	S



Team-Up Technique:
Recovers some health

COMBOS

- 4 Hits - 32% damage LP, LP, HP, ♦+HK
- 8 Hits - 80% damage ♦+HK, ♦+HK, ♦+HK, ♦+HK, ♦+HP, ♦+HP
- 10 Hits - 38% damage LP, LP, HP, ♦+HK

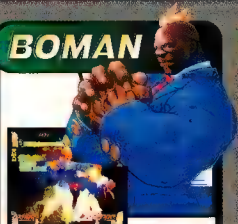
Beautiful Spin ♦♦♦♦+K
Groovy Punch

Groovy Knuckle ♦♦♦♦+P(Charge)

Exciting Kick ♦♦♦♦+K
Stomp Kick ♦♦+K(in air)

Wonderful Kick ♦♦♦♦♦♦+K

Rival Launcher ♦♦♦♦♦♦+K



Team-Up Technique:
2-Hit 65% damage combo

COMBOS

- 5 Hits - 54% damage LP, LP, HP, ♦+HK, ♦+HK
- 7 Hits - 79% damage LP, LP, HP, ♦+HK, ♦+HK, ♦+HP, ♦+HP
- 11 Hits - 95% damage LK, LK, HP, HK, ♦♦♦♦♦♦+P

Great Upper ♦♦♦♦+P
(during)

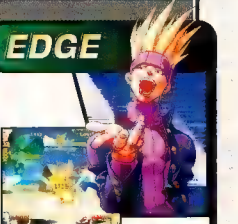
Haymaker Straight ♦♦♦♦+LP
Haymaker Straight

Great Rush ♦♦♦♦♦♦+P

Great Lariat ♦♦♦♦♦♦+P

Best Rush ♦♦♦♦♦♦+P

Great Cross ♦♦♦♦♦♦+P



Team-Up Technique:
4-Hit 52% damage combo

COMBOS

- 5 Hits - 34% damage LK, LK, HP, ♦+HK
- 7 Hits - 67% damage LP, LP, HP, ♦♦♦♦♦♦+HP
- 5 Hits - 55% damage LK, LK, HP, ♦+HP, ♦♦♦♦+HP



Reversing Blade Strike ♦♦♦♦+P
Destructive Kick ♦♦♦♦+K

Rising Blade Abuse ♦♦♦♦+K

Bloody Festival ♦♦♦♦♦♦+P

Rival Launcher ♦♦♦♦♦♦+P



Team-Up Technique:
13-Hit 57% damage combo

COMBOS

- 4 Hits - 35% damage LP, LP, HP, ♦+HP
- Gate Elbow ♦♦♦♦+P
- Dancing Cyclone Kick ♦♦♦♦+K
- Leg Up ♦♦♦♦+K
- Reflex Stance ♦♦♦♦+P

(during)

Launch Pad LP, HP, HK, LK(x3)

Bully Beater LK(x3), LP, HP, HK

Falter Bash HP, LP, LK, HK

Air Feast HK, LK(x3), LP, HP

Skull Aura ♦♦♦♦♦♦+P

Reflex Barrage ♦♦♦♦♦♦+P

Aerial Barrage ♦♦♦♦♦♦+K



Team-Up Technique:
5-Hit 60% damage combo

COMBOS

- 5 Hits - 54% damage LP, LP, HK, ♦♦♦♦+HP
- 8 Hits - 91% damage LK, LK, HP, ♦♦♦♦♦♦+HP
- Gun Stabbing ♦♦♦♦+P
- Rough Wave Stomping ♦♦♦♦+K
- Rock Smashing ♦♦♦♦+P
- Clapping Head Destruction ♦♦♦♦+P

Thunder Clap ♦♦♦♦♦♦+P

Double Pound ♦♦♦♦+P

Cannon Ball ♦♦♦♦+K

Super Gun Stabbing ♦♦♦♦♦♦+P

Concrete Smash ♦♦♦♦♦♦+P



Team-Up Technique:
10-Hit 78% damage combo

COMBOS

- 5 Hits - 65% damage LP, LP, HP, HK, ♦♦♦♦+HP
- 6 Hits - 45% damage LK, LK, HP, ♦♦♦♦+HK
- 7 Hits - 102% damage LP, LK, HK, ♦+HP, ♦♦♦♦♦♦+HP
- 8 Hits - 83% damage LP, HP, ♦+HK, ♦♦♦♦♦♦+HP

Seihaken ♦♦♦♦+P

Anti-Air Seihaken ♦♦♦♦+P

Jicchokuken ♦♦♦♦+P

Shinenkyaku ♦♦♦♦+K

Raieshu ♦♦♦♦+K(in air)

Shimazu Seihaken ♦♦♦♦♦♦+P

Shimazu Jicchokuken ♦♦♦♦♦♦+P



Team-Up Technique:
Recovers some health

COMBOS

- 8 Hits - 73% damage LP, LP, HK, ♦♦♦♦♦♦+HK
- 6 Hits - 43% damage LP, LP, HP, ♦♦♦♦+HK
- 5 Hits - 48% damage LP, LP, HP, ♦+HP, ♦♦♦♦+HK

Shussekikakunin ♦♦♦♦+P

Kalshin ♦♦♦♦+K

Shokushin ♦♦♦♦+P then K(rapidly)

One Wing Stance ♦♦♦♦+K then P or K

Class Curve Kicks ♦♦♦♦♦♦+K

Final Prescription ♦♦♦♦♦♦+P



RAIZO

Team-Up Technique:
2-Hit 60% damage combo

COMBOS

- 4 Hits - 45% damage
LP, LP, HP, ♦+HK
- 7 Hits - 50% damage
LK, LK, HP, ♦♦♦+HP
- 7 Hits - 60% damage
LP, LP, HP, ♦+HP; High jump, LP, LK, HP
- 11 Hits - 66% damage
LP, LP, HK, ♦♦♦♦♦+HP



Yasha-Guruma ♦♦♦♦♦+P or K
Kyoujyu-Reppa ♦♦♦♦♦+P
Roppu-Zuki ♦♦♦♦♦+P
Sekisaiga ♦♦♦♦♦+K

Imawano Kyoujyu-Reppa
♦♦♦♦♦♦♦♦♦+P
Imawano Roppu-Zuki
♦♦♦♦♦♦♦♦♦+P(charge)

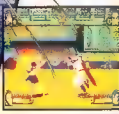


SAKURA

Team-Up Technique:
13-Hit 61% damage combo

COMBOS

- 5 Hits - 41% damage
LP, LP, HK, ♦+HP, ♦♦♦+HP
- 7 Hits - 45% damage
LK, LK, HP, ♦+HP, ♦♦♦+HK
- 9 Hits - 72% damage
LP, LP, HP, ♦+HP, ♦♦♦♦♦+HP
- 14 Hits - 88% damage
LP, LP, HP, ♦+HP, ♦♦♦♦♦+HK



Hadoken ♦♦♦♦♦+P(charge)
Soukku-Hadoken ♦♦♦♦♦+P(in air)
Tengyou-Hadoken ♦♦♦♦♦+P
Shunpupu-Kyaku ♦♦♦♦♦+K
Shouuu-Ken ♦♦♦♦♦+P
Shinkuu-Hadoken ♦♦♦♦♦♦♦♦♦+K
Shinkuu-Tengyou-Hadoken ♦♦♦♦♦♦♦♦♦+P
Haru-Ichiban ♦♦♦♦♦♦♦♦♦+K

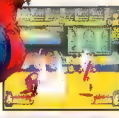


HYO

Team-Up Technique:
6-Hit 68% damage combo

COMBOS

- 6 Hits - 42% damage
LK, LK, HP, ♦+HP, ♦♦♦+HP, HP
- 7 Hits - 56% damage
LK, LK, HP, HP, ♦+HK, ♦+HK, ♦♦♦+HP
- 6 Hits - 64% damage
LK, LK, HP, ♦+HK, ♦+HK, ♦♦♦+HK
- 28 Hits - 90% damage
LK, LK, HP, ♦♦♦♦♦♦♦♦+HK



Ichimonji-Giri ♦♦♦♦♦+P
Iai-Giri ♦♦♦♦♦+P
Ouryuu-zan ♦♦♦♦♦+P
Tenrai-Zan ♦♦♦♦♦+P(in air)
Genei-Shuu ♦♦♦♦♦+K

Ankoku-Genei-Shuu
♦♦♦♦♦♦♦♦♦+K
Ankoku-Genei-Zan
♦♦♦♦♦♦♦♦♦+K



HAYATO

Team-Up Technique:
5-Hit 50% damage combo

COMBOS

- 7 Hits - 44% damage
LP, LP, HK, ♦♦♦+HK



Counter Thrust ♦♦♦♦♦+P
Scolding Slash ♦♦♦♦♦+P
Devastation Kick ♦♦♦♦♦+K
Second Kick ♦♦♦♦♦+K

Physical Education Smack
♦♦♦♦♦♦♦♦♦+P
Super Counter Thrust
♦♦♦♦♦♦♦♦♦+P



DAIGO

Team-Up Technique:
2-Hit 60% damage combo

COMBOS

- 9 Hits - 59% damage
LP, LP, HP, ♦+HP, ♦♦♦+HP(x4)
- 5 Hits - 49% damage
LK, LK, HK, ♦♦♦+HK
- 7 Hits - 56% damage
LP, LP, HP, ♦+HP, ♦♦♦+LP
- 7 Hits - 47% damage
LP, LP, HP, ♦+HP, High jump, LP, LK, HP



Phoenix Fist ♦♦♦♦♦+P
Phoenix Kick ♦♦♦♦♦+K
Phoenix Fire ♦♦♦♦♦+P

Skull Aura ♦♦♦♦♦+P(in air)
Phoenix Fury ♦♦♦♦♦+P
Air Rebel Aura
♦♦♦♦♦♦♦♦♦+P(in air)
Super Phoenix Fire
♦♦♦♦♦♦♦♦♦+P

ARCADE DISC

The Arcade version is on an entirely different disc than the Evolution version. This version of the game is for the hardcore fighters. A couple of benefits this version has are the option of going into a Practice Mode and being able to hone your skills on any given character. It also has more of a story element involved in the game. Playing through with different groups will follow a different story line. Below is a breakdown of the groups each character belongs to.

Taiyo High School

- Batsu
- Hinata
- Kyosuke
- Hayato

Gorin High School

- Shoma
- Natsu
- Roberto

Pacific High School

- Roy
- Tiffany
- Boman

Gedo High School

- Edge
- Akira
- Daigo
- Gan

Justice High School

- Hideo
- Kyoko
- Raizo
- Hayo

South-Tamagawa High School

- Sakura

EXTRAS

Like the Evolution Disc, there are a couple secret options hidden at the start of the game. The Movie Gallery Option will become available as you see the movies in the game, usually from watching the demo. The Picture Gallery Option will become available as you see the pictures on the Loading Screen. This may take some time but the pictures themselves are pretty cool.

The Watch Mode is basically a demo. It becomes available after finishing the game.

The next two options are the good and bad endings that you have seen thus far (to see how to get the good endings see below).

The final option is the Staff Roll—or the credits—this becomes available after finishing the game.

THE END?

There is a trick to getting the good or bad ending. When you come to Raizo the second time you will need to finish him off with a team-up move. This can be done with the characters who give you super energy. As well he needs to be very low on health when you perform the move.



COLONY WARS

VENGEANCE

Chapter-by-Mission Walk-through



XG Strategy
by Gary Mollohan

Colony Wars: Vengeance, the sequel to *Psygnosis'* award-winning *Colony Wars*, surpasses its celebrated predecessor in every conceivable way. In addition to improved graphics, higher enemy populations, and more realistic physics, *Vengeance* boasts an all-new ship modification system, innovative new play mechanics and devastating "Sentinel" super weapons. The only thing that hasn't changed, however, is the level of difficulty; *Colony Wars: Vengeance* is guaranteed to provide a challenge for even the most seasoned pilots. While the following strategy doesn't cover all 41 missions, it should help you get past some of the game's most troublesome spots.

GENERAL STRATEGIES

Velocity Sight

This one's mentioned in the manual, but it's so important, it merits repeating—use your velocity sight! This diamond-shaped indicator shows you where to shoot by calculating the speed and direction of your target. If you fire directly at an enemy fighter, it'll be long gone by the time your shots actually arrive, so always remember to "lead" your targets.

Mine "Decoy"

When a homing missile is on your tail, drop a mine "decoy" by pressing L2, R2 and Square simultaneously. With any luck, the mine will divert the missile's path, causing it to explode harmlessly.



Reverse Thruster

Press reverse thrust (L1) to turn faster during combat. You can also use reverse thrust to initiate powerslides—simply fire your afterburners, then press L1 while turning. This technique allows you to "slide" along the sides of battleships while peppering their hulls with laser fire.

Weapon Cycling

Avoid overheating your weapons by cycling through them. When one threatens to overheat, simply switch to the next and continue your barrage. By the time you cycle back to the first weapon, it should have cooled down. This technique is particularly essential when fighting larger enemies that require dozens of shots to destroy.

Database

Time to complete	Two weeks
challenge	High
best feature	Reaction time
most features	Steeply
	steeply
system	PlayStation
publisher	Playground
developer	Playground



CHAPTER I

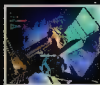
A New Beginning

Use the game's opening three missions to become accustomed to your ship's controls and weaponry. The slow, poorly armed *Tribe* forces pose little threat and can be smashed with ease. The third mission introduces the *Grapple Gun*, which produces a beam of energy capable of grabbing objects. By towing a cargo pod or an asteroid behind your ship and suddenly releasing it, you can slingshot the object ahead. This technique is essential to completing later missions, so learn it well.



Silencing of Enemies

Upon emerging from the warp hole, head for the *Comms* Satellite and lower its shields with AS missiles. The *Construction Sentinel* will arrive and begin repairing the satellite. Ignore it and continue your barrage. After the satellite explodes, your ship will become tethered to the *Sentinel*. Take out the sparking arms, then target the *Sentinel*'s bridge.



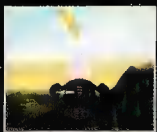
The Price of Discovery

In order to rescue the besieged installation, you'll need to employ the slingshot technique you learned earlier. Since no enemy fighters will appear until the first leaky reactor is sent through the jumpgate, slingshot the reactors located farthest from the jumpgate first. This way, you can send most of them on their way before any enemies crash the party. Be sure to keep an eye on your Multi-function Display (located at the top of your screen), which shows the amount of radiation. If the radiation gets too intense, you'll lose the installation. If you succeed in saving the installation, your next task is to prevent the transfer of enemy fighters. Since you're attacking a land-based target,

you automatically be assigned a Spook dropship.

If you penetrate the defense perimeter, the automatic turrets will open fire, so hang back and use your Particle Gun, which produces a controllable ball of energy.

Destroy the three closest turrets, and a League transport will appear over the installation and begin bombing up fighters. Remaining outside the defense perimeter, use the Particle Gun to destroy the fighters during transport.



Ending #1

Opening Moves

If you succeed in destroying the *Construction Sentinel*, your next task is to target the *League* satellite deployment installation, which maintains a full cloak on all satellites. Lower the installation's shields and destroy the spy satellites will appear on your radar. Taking care not to damage them, upload a virus into the satellites via your Teesh Beam.

Return to Open Warfare

While defending the Navy battleship from League sappers, try to destroy the mines with your Seismic Lance before they become attached. Look for two green dots in close proximity on your radar—this indicates a mine being towed by a sapper. Continually scan the battleship for any mines that might have become attached. Fortunately, your targeting indicator will pick up any mines stuck to the battleship, even if they've adhered to the opposite side of its massive hull. Remove them quickly, or the battleship will be torn apart.



After each mission, you will be rewarded with one upgrade token.

A New Beginning

Silencing of Enemies

The Price of Discovery

Return to Open Warfare

Opening Moves

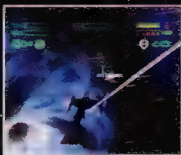
--- Successful Mission

--- Failed Mission

CHAPTER 2

Again Sol's Prisoners

If the battleship is lost, Kron orders the retreat — all Navy forces. You must erect a defense grid around a crippled battleship before League forces can arrive and prevent its retreat. To form the grid, use your Grapple Gun to attach a left and right barrel to each gun base, forming two defense turrets. The components for each turret are arranged in a straight line, making the grid exceedingly easy to assemble. When the two unsuspecting League frigates emerge from the warp whole, they'll be shot like fish in a barrel by the turrets.

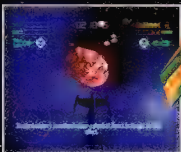


End to Innocence

When attempting to destroy the League mining facility, don't even bother using conventional methods to penetrate its defenses; it's protected by a state-of-the-art shield impervious to AS lasers and missiles. Rather, look for the asteroid belt surrounding the facility. Heat asteroids with your lasers until they are red hot, then hurl them at the station with your Grapple Gun.

If you go deep enough into the asteroid belt, you shouldn't sustain a single hit, affording you plenty of time to destroy the mining facility.

Try to destroy as many League fighters as possible before the Spider Sentinel arrives. The creature's armor plating causes your shots to bounce harmlessly off its hull, so don't even bother attacking from above. Wait until the creature rears onto its hind legs, then fire your Ion Cannon at its exposed underbelly. The Spider manages to damage the base, don't forget about the Repair Pod your dropship is carrying.



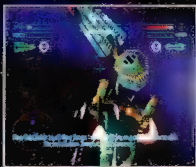
Loss of a Pawn

This is the chapter that introduces you to the trash-talking aerial acrobat, the Widowmaker. When you enter the asteroid field, destroy the asteroid guns first, or they'll tear you to shreds. Then begin mining the crystal asteroids with your Seismic Lance. Don't even bother trying to save your friend and wingman Klein from the League's most feared ace; his death is a scripted story event and cannot be avoided. After Klein becomes space dust, the Widowmaker will turn his gun sights on you. Just do your best to hang on in the fight—when Becks arrives, he'll retreat from the sector ... for now.



Test of Unity

This chapter's one and only mission begins like a fairly routine escort mission, until the Navy battleship you're protecting finds itself on a collision course with the enemy installation. Use your Grapple Gun and afterburners to correct the massive gunship's course. As soon as the battleship is out of harm's way, reinforcements will arrive to polish off the remaining League fighters.



Growing Defiance

This chapter undoubtedly will be the most demanding test of your flying skills — the entire first half of the game. You'll need to utilize every trick in the book if you hope to survive. Still, it may take you a few tries, so don't get discouraged! As you approach the distress beacon, a trio of Hammers will ambush you. Use the mine decoy technique to survive their missiles, then destroy them with your lasers.

Upon killing the last one, a League destroyer will decloak beside the Navy battleship. Don't get caught between the two behemoths, or you'll be swatted like a fly. Ignore the destroyer and concentrate on saving your own hide. After a while, the Navy battleship will polish off the League destroyer. Unfortunately, this is only the beginning of your troubles, as wave after wave of enemy fighters will descend upon you. Don't worry too much about the Navy battleship; the mission

continues even if it's lost. Your old pal the Widowmaker will eventually appear, inviting you to take a short trip through a nearby jumpgate to settle your differences mano-a-mano. After a brief Loading Screen, you'll find yourself in a psychedelic parallel universe, where you'll do battle with a squadron of Widowmakers. (Who ever said this guy fights fair?) Fortunately, your shields and weapons will be replenished at the beginning of the battle, which should give you the edge to destroy this loudmouth once and for all.

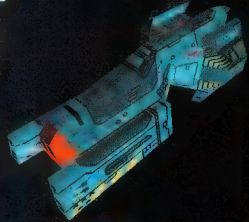


WRAITH

Shields 125 SLU
Engines 345 SLU
Gyros Lev 2 + 0%
Afterburner 2-5 SEC.

of points it takes to max out: 12

Before "Loss of a Pawn," you will acquire the Wraith. In addition to being faster, stronger and more maneuverable, the Wraith is outfitted with both a Plasma Cannon and an Anti-shield Torpedo. It also has four extra upgrade slots, making it vastly superior to the humble Hex.



Ending #2

--- = Successful Mission
--- = Failed Mission
--- = Ending Cinema

Again Sol's Prisoners



When starting this chapter you will be given a new ship, the Wraith.

Return to Open Warfare

Test of Unity

Ending #3

Loss of a Pawn

Growing Defiance

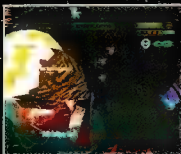
End to Innocence

After completing each mission, you will be rewarded with two token points to upgrade your ship.

CHAPTER 3

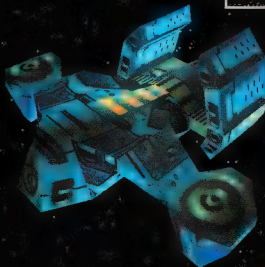
The Watch

This mission begins as another routine escort mission and ends with a nasty surprise. When the Navy mining vessel cracks open—particularly large asteroid, four semi-transparent tropical fish emerge! Upon destroying last fish, a huge serpent creature, presumably their mama, arrives and begins demonstrating her displeasure with your actions. When the creature pauses to charge its tail strike, shoot it repeatedly in the head.



Friend or Foe?

In order to snatch the list of traitors from the League installation, you'll need to hitch a ride. Lower the battleship's shields with your anti-shield tasers and missiles. Then attach your newly acquired Diablo to the ship's hull with your Grapple Gun. When you emerge from the warp hole, detach yourself and head for the League installation—quietly; the station is equipped with noise detectors, so afterburners are a no-no. Avoid the search beams, or you'll trip the alarm. When you're close enough, deploy your Probe Pod to snatch the precious data. Then get the heck out of there. If you successfully steal the data, you'll transport via a jumpgate to a Navy starport, where a spy is presumed to be hiding. Probe the starport, then kill the spy as he attempts to flee.



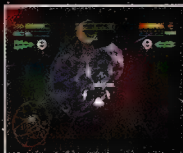
Suspicion and Blame

When rescuing the endangered science vessel, use your Seismic Lance to sever the cargo bay, which will rupture, pouring out unstable isotopes. Use your Grapple Gun to hurl the isotope containers at the oncoming League frigates. The isotopes are so unstable, one shot should destroy each of the frigates. Although this may sound deceptively easy, it's actually fairly difficult to slingshot the containers into a moving object. Try heading straight for the frigates and get a little closer than you normally would. After you destroy the third battleship, a League behemoth will uncloak next to the science vessel. Round up the remaining canisters and hurl them at this oversized monster.



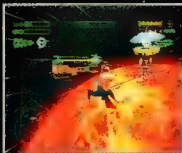
The League Cornered?

While spearheading the assault into the League home system, concentrate on the fighters until the Boreas Sentinel opens fire. Don't shoot the sentinel's reactor door open, then inside and take out the three reactor cores, which will set off a chain reaction, destroying the massive gun.



The Trial of the Judges

At the beginning of the mission, you're powerless to escape or fire until your two Watch "escorts" have been destroyed. Focus your Scatter Gun on the League destroyer to dismantle it, then turn your sight on the Watch installation. Both League and Watch fighters will be buzzing about—consider them both your enemies. When Becks arrives, she'll try to dissuade you from destroying the Watch, but let her have it anyway.



Traitor Hunt

Upon retrieving the list of traitors, you must approach a civilian convoy and attempt to flush out the traitors. Probe each vessel in the convoy with your Probe Pod. If there are no traitors on board, the probe will return and the word "probed" will appear beneath the ship identification. That way, you won't waste time by probing the same vessel twice. When you find a traitor, he will attempt to escape via a League fighter, which you must destroy. The transport, itself, also may make a break for it. (Look for the radar signature to turn green.) After destroying all traitors, Kron will make an announcement that Watch leader Berks is a traitor. You will be transported to her location, where you must fight to the death.

DIABLO

Shields	150 SU
Engines	449 SU
Gyrocs	Lev 3 + 1%
Afterburner	2.5 sec.

Number upgrade slots: 11

Prior to "The Watch," you will receive the Diablo, the Ferrari Navy fighters. Its Scatter Gun is so effective against enemy shields and hulls, you no longer have to alternate between regular and AS lasers. Plus, it's equipped with two awesome AS torpedoes.



When starting this chapter you will be given a new ship, the Diablo.

— = Successful Mission

- - - = Failed Mission

◆ = Ending Cinema

Suspicion and Blame

Ending #4

The Watch

The Trial of the Judges

Friend or Foe?

The League Cornered?



After completing each mission, you will be rewarded with three token points to upgrade your ship.

CHAPTER 4

An Unexpected Turn

Begin this chapter by destroying the League fighters to open the jumpgate. On the other side, you'll be greeted by a squadron of alien fighters and a bizarre, looking battleship. The fighters are blazing fast, so be sure to use your velocity sight.

Having presumably seen the film *Independence Day* (no doubt regarded as an Earth classic in the distant future...), the Navy decides to capture an alien fighter to learn more about their mysterious foes. You are the lucky pilot selected to repo E.T.'s wheels.

Avoid firing any weapons while cloaked, then use your Leech Beam to link to the alien battleship. After assuming control of the alien fighter, pilot it to remote control through the jumpgate. Then destroy the remaining alien fighters.



A New Threat

If you failed to defend the crippled battleship at the beginning of this chapter, you must answer a distress signal in your Spook dropship. By using your dropship's particle gun, you can take out the alien fighters with one shot, but be careful; if you hit one of your wingmen, you'll be labeled a traitor by the Navy, ending the game. If you use your afterburners, you can shoot ahead of your wingmen to fire off several unobstructed shots.

After destroying the fighters, a jumpgate will transport you to Navy command center under attack from an Alien battleship. Point your dropship upward and fire your trusty particle gun at the green spores that emerge.

After the first barrage, a group of fighters will attack. You can manage to destroy a second barrage of spores, the station will be saved.



The Madness of Kron

Having traveled thousands of light-years and destroyed countless vessels, you now must defeat the aliens in a winner-takes-all game of ... Simon?!

In order to break the alien web lock security code, you must fire at a ring of colored jewels, shooting them in the order they flash. You may want to pause mid-jot the sequence down on a piece of paper as it becomes increasingly longer.

Midway through the sequence, a group of alien fighters will attack. After destroying the fighters, finish the sequence to face the alien ace. The alien ace is no tougher than the



Widowmaker, so you shouldn't have too much trouble defeating him.

After trapping the aliens, you must foil Kron's last-ditch plan to destroy the sun. Lower his battleship's shields and teach the Super Gun's location from his computer. Upon transferring to the proper location, you'll be greeted by the few remaining Kron loyalists, including a loyalist ace. When the Super Gun arrives, concentrate your fire on its spoke-like arms radiating outward from the main hull. Because of the time restraint, you must cycle your weapons if you hope to destroy the gun in time.



VOODOO

Shields 150/360 SU
Engines 650/815 SLU
Gyros 1280/1536 DPS
Afterburner 2-5-0 sec.

Number of upgrade slots: 20

After capturing an alien fighter in "An Unexpected Turn," Navy engineers construct the highly experimental Voodoo. An amalgam of Navy and Alien technology, the Voodoo is by far the fastest and deadliest vessel in Colony Wars: Vengeance.

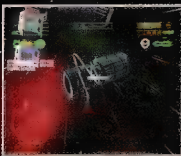


Humanity's Hope

While warding off the alien fighters, slingshot the four cannon components through the jumpgate. Follow the components through the gate, where they will assemble automatically. While the pieces are assembling, you must battle another squadron of alien fighters.

Upon killing the last fighter, you'll automatically dock with the cannon. Fire the cannon at a fleet of alien battleships. The slug-

gish movement of the cannon makes hitting the battleships difficult. Be sure to lead your targets. Destroy four battleships to complete the mission.



When starting this chapter you will be given a new ship, the Voodoo.

Success: = Successful Mission

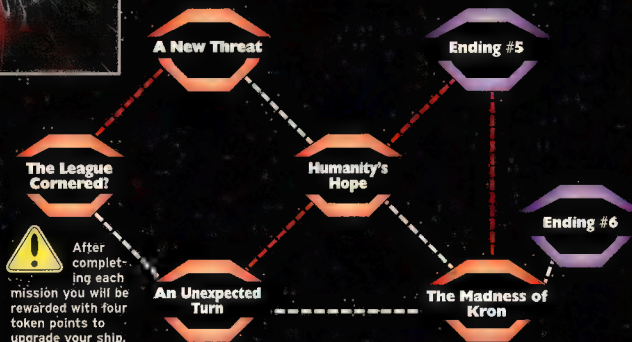
Failure: = Failed Mission

Ending: = Ending Cinema

STUCK AT THE END?

For all you pilots out there who just cannot get past that certain mission, we take pity on you. Here is the passcode for the final act. To get the best ending, you will need to go through three missions. If you complete all three missions, the whole mission tree will be opened up for you.

5TK9iiltwf4ypP3b?E9PTD



Extreme Battle Mode Revealed

Play as Ada Wong and Chris Redfield too!



XG Strategy
By Jim Mazurek

While almost everyone into video games has played Resident Evil 2 already, the newer Dual Shock compatible version does bring some new elements to the table. The main game doesn't change at all, and the first four quests (Leon's A and B, Claire's A and B) are all the same. There is a Rookie Mode, where you'll be rewarded with infinite ammo in the Submachine Gun, the Gatling Gun and the Rocket Launcher. Pretty neat, but nothing you couldn't do with your GameShark before.

The only worthy new mode is the Extreme Battle. You'll have to play through three stages, starting in the Umbrella Lab, and working your way back to the Police Station. The first stage isn't too bad. This is where you'll want to build up as much ammo and health as you can. Stage 2 gets a little tougher, more enemies, less ammo. When you get to Stage 3, you'll need to find the four Anti-virus bombs located throughout the Police Station. They're randomly placed each time you play, and all of them are clearly marked on the map.

Note the item locations, major enemy locations and all other points of interest on the maps—they are your walk-through!

Database

time to beat EX
harder quest
how many levels?
special thanks
system
publisher
PlayStation
Capcom
Capcom
developer



Unlocking the New Characters

You must first beat Scenario B with either Leon or Claire (your old RE2 saved games work), which will open up the Extreme Battle Mode. You then have to beat the Extreme Battle Mode on Lvl.

1, which will open up Ada as a playable character. After you get Ada, a Lvl. 2 difficulty will become available. Beat Lvl. 2 with any of the three available characters (Leon, Claire or Ada) to get Chris Redfield!

Leon Kennedy

Starting Items

HK VP70p, 18 rounds
Magnum, 8 rounds
Shotgun, 5 rounds
1 First Aid Spray, 1 Blue Herb

Leon starts with a variety of weapons, but the game forces you to carry all of them for any effectiveness. You'll need his Shotgun against plants and lickers, the Pistol for zombies and the Magnum for spiders. Overall, his quest is much harder than the others, so don't try his first.

Claire Redfield

Starting Items

Grenade Launcher, 6 G. Rounds
6 Acid Rounds, 6 Flame Rounds
1 First Aid Spray
1 Blue Herb

Play as Claire if you want the easiest route. She only gets one main weapon, the G. Launcher, so her weapon management is simple. Use Acid Rounds on spiders and plants and Grenade Rounds for everything else.

Ada Wong

Starting Items

Colt S&A., 6 rounds
Submachine Gun, 100%
Bow Gun, 18 Bolts
1 Brown Heal

Ada is difficult to play, mainly because of her lack of weapons at the start. The Crossbow isn't very useful, but at least she can get two (count 'em!) Submachine Guns. The Colt S&A. fires extremely fast, but is constantly being reloaded because it's a six-shooter.

Chris Redfield

Starting Items

Beretta M92, 15 rounds
G. Shotgun, 7 rounds
Rocket Launcher, 5 rockets
1 First Aid spray

An excellent character, his Shotgun is modified from the start! He is also the only character capable of getting two Rocket Launchers. His Pistol fires faster than Leon's, and every once in a while, it will get a random one-shot "head-pop" on a zombie.

Stage 3

Average Time: 1.5 hours

The object is to find the four Anti-virus Bombs to win the game. The only problem is, there are several locations where they will randomly pop up each time you play. All of the locations are noted by a Bomb icon, and you should take priority in finding these as quickly as possible. Search for them systematically, use a sweep pattern from one side of the station to the other. The items are all labeled by color: Blue for Leon, Pink for Claire, Red for Ada and Green for Chris.

Outside Police Station

Start 1

Sewer Route

Tyrants!

Make sure to have the Rocket Launcher ready when you come out to the balcony on the second floor of the Police Department.

MAP KEY

- Crow
- Tyrant
- Dog
- Zombie
- Licker
- Spider
- Plant
- Blue Herbs
- Green Herbs
- Red Herbs
- Anti-Virus Bomb Location

7x Shotgun
12x G. Rounds
72x Bolts
7x Shotgun



Some monsters and items are randomly placed throughout the level. Play it one time and you'll see it. However, the next game you want. Be aware of this when using these maps.



Save your ammo. Don't come from behind your enemies. If it is possible to either shooting a bullet or getting much closer, shoot a bullet! Health is more important than ammo.

Police Station 2nd/3rd floor

BIG CACHE!

105x Handgun
24x G. Rounds
120x Handgun
90x Handgun

6x A. Rounds
36x Bolts
14x Shotgun

16x Magnum
6x F. Rounds
36x Bolts
14x Shotgun

30x Handgun
6x G. Rounds
15x Handgun
30x Handgun

15x Handgun
6x A. Rounds

Police Station 2nd floor

16x Magnum
6x F. Rounds
36x Bolts
15x Handgun

14x Magnum
12x G. Rounds
72x Bolts
14x Shotgun

14x Shotgun
12x F. Rounds
72x Bolts
14x Shotgun

15x Handgun
6x G. Rounds
15x Handgun
30x Handgun

90x Handgun
12x G. Rounds
90x Handgun
60x Handgun

7x Shotgun
6x A. Rounds
36x Bolts
7x Shotgun

14x Shotgun
12x G. Rounds
45x Handgun
60x Handgun

BIG CACHE!

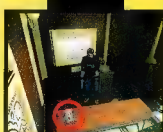
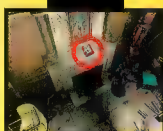
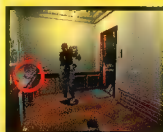
Police Station Basement

15x Handgun
12x G. Rounds
72x Bolts
14x Shotgun

8x Magnum
12x A. Rounds
60x Handgun, 108 x Bolts
45x Handgun

14x Shotgun
6x G. Rounds
4x Bullets
45x Handgun

Bomb Locations



Make sure to get the Rocket Launchers in the second stage. Without it, you'll need to unnecessarily use a lot of ammo on the Tanks. These only take one shot from the Rocket Launcher!



Be careful when heading into the second and third level games. On level 2, we encountered two first Boss monsters, and on Level 3 we encountered the dog farm Boss of William in the first hallway of the 3rd.

SD Mode Item List



XS Strategy
by Andrew Baran

Flying Dragon is extremely addictive with all the little items to find in the SD Mode. The bulk of the game is spent earning the many items which grant special abilities.

Here's how:

- 1 You must evolve certain items to get new ones.
- 2 Win the game with each character.
- 3 Defeat each metal character in three rounds without losing.
- 4 Win a match abiding by set conditions, such as rounds, or difficulty. Read the strategy books for clues.

Playing around with each of the items is a lot of fun, and there are some combinations that are near perfect for going through the game flawlessly. Once you have the Ring of the Genie, you'll be in excellent shape. It works even against the tricky metal characters.

When fighting the metal characters you'll want to earn the counter-items. The strategy scrolls show you how to get the items, but for your convenience, I have them listed here. Defeating the metal fighters will earn you a medal. Each medal you earn grants you a new power. By the time you have them all, you'll be pretty darn tough.

Flying Dragon isn't a hard game, but there is a lot to find in there. The fighting engine, particularly in SD Mode, is surprisingly good. You'll find that you will get hours of game time out of this one.

Winning Efficiently

- **Mind's-Eye Points:** When you see a dot on your opponent, strike that region to do extra damage. Some items make this easier to do.
- **Cheap Throws:** The computer is very susceptible to an attack where you jump in with a strike and throw.
- **Projectiles:** Most of the Metal characters will constantly block when thrown constant projectiles.



Strike a weak point to cause extra damage.

Secret Characters

Ryumaou (SD)

How to Earn Him: You must defeat every warrior in the SD Ryumaou Tournament. After you do this for the first time, you will be awarded the Skull.

Playing Tip: Do the Hand of Death move by pressing D, II + the Specials button.

Ryumaou (VR)

How to Earn Him: Once Ryumaou is playable, you must play through the tournaments. Eventually you'll earn the Skull of Devil King.

Playing Tip: Do his double-charge move to kill all of your opponents with ease.

Bokuchin

How to Earn Him: Play the game as normal repeatedly. You'll have a 30 percent chance of facing Bokuchin. Defeat him to get the secret item, **Bokuchin Drop**.

Playing Tip: Keep knocking opponents over with his Head Bop as they get up.

The Platinum Characters: There are special versions of the fighters where they are golden warriors! Earn all of the medals for each fighter first.

Evolving Items

- **Evolving Items Quickly:** You'll want to earn experience with the chosen item. To get it faster, set the number of rounds to three. This way any perfects you earn will double all of the points. Evolution happens at the end of a game.



- | | |
|---------------------|----------------------|
| Blue Dragon Claw | = Red Dragon Claw |
| Copper Sack | = Silver Dragon Claw |
| Eagle Glove | = Silver Sack |
| Falcon Glove | = Falcon Glove |
| Power Band | = Phoenix Glove |
| Power Band S | = Power Band S |
| Power Loincloth | = Band of Devil |
| Technique Headband | = Yokozuna Loincloth |
| Ball of White Tiger | = Ball of Hermit |
| Suzaku Feather | = Hohou Feather |
| Jacket of Fighter | = Jacket of Expert |
| Jacket of Expert | = Bulletproof Vest |
| Clothes of Dragon | = Bulletproof Vest |
| | = Armor of Dragon |

- | | |
|-----------------------|------------------------|
| Armor of Dragon | = Armor of Dragon King |
| Robe of Vision | = Robe of Vision |
| Wolf Fang | = Chimera Fang |
| Lion Fang | = Chimera Fang |
| Emerald Jewel | = Red Jewel |
| Pink Charm | = Purple Charm |
| Red Charm | = Red Jewel |
| Fake Crown of D. King | = Crown of Dragon King |
| Charm Card of Taoist | = Charm Card of Monk |
| Charm Card of Monk | = Charm Card of Hermit |
| Charm Card of Hermit | = Charm Card of Taoist |
| Dragon Claw | = Blue Dragon Claw |
| Power Sack | = Copper Sack |
| Speed Glove | = Eagle Glove |

Attack Items

- | | |
|----------------------------|------------------------------------|
| #001 Blue Dragon Claw | Attack +2 Throw +1 |
| #002 Red Dragon Claw | Supposedly more powerful than blue |
| #003 Silver Dragon Claw | Attack +5 Throw +3 |
| #004 Gold Dragon Claw | Attack +6 Throw +4 |
| #005 Fake Gold Dragon Claw | |
| #006 Copper Sack | Damages enemy with Lion Power |
| #007 Silver Sack | Attack +6 Throw +3 Power Attack |
| #008 Gold Sack | Attack +7 Throw +4 Power Attack |
| #009 Eagle Glove | Attack 30 times a second |
| #010 Falcon Glove | Attack +2 Throw + Cancel |
| #011 Phoenix Glove | Attack +4 Throw + Cancel |
| #012 Power Band | Attack +1 Throw +2 |
| #013 Power Band S | Attack +2 Throw +3 |
| #014 Band of Devil | Attack +4 Throw +5 |
| #015 Power Loincloth | Replica of Raiden's Loincloth |
| #016 Power Loincloth Z | Attack +2 Throw +5 Power Attack |
| #017 Yokozuna Loincloth | Attack +4 Throw +4 Super Body |
| #018 Technique Headband | Increases Throwing Skill |
| #019 Technique Headband X | Attack +3 Throw +3 |
| #020 Headband of Expert | Attack +4 Throw +6 |
| #021 Ball of White Tiger | Attack +3 Throw +3 Defense +1 |
| #022 Ball of Hermit | Attack +4 Throw +4 Defense +1 |
| #023 Bracelet of Devil | Attack +10 (no throwing) |
| #024 Dark Dragon Claw | |
| #027 Sword of ??? | Attack +7 Throw +2 Treasure = ? |
| #073 Sword of Shigoutai | Attack +6 Throw +6 Defense +1 |
| #082 Dragon Claw | Increases Attack Strength |
| #083 Fake Dragon Claw | Attack -2 |
| #084 Power Sack | Increases Attack Strength |
| #085 Speed Glove | Allows you to attack faster |
| #086 Wrist Band | Throw +1 |
| #087 Blue Loincloth | Increases throw techniques |
| #088 Red Headband | Throw +1 |
| #089 Strange Ball | Mysterious Powers |

Defense Items

- | | |
|--------------------------------|---------------------------------|
| #028 Jacket of Fighter | Increases Defense |
| #029 Jacket of Expert | Defense +3 |
| #030 Bulletproof Jacket | Defense +4 |
| #031 Clothes of Dragon | Defense +3 |
| #032 Armor of Dragon | Defense +5 |
| #033 Armor of Dragon King | Defense +6 |
| #034 Armor of Satan | Defense +3 Super Body |
| #038 Fake Armor of Dragon King | Opponents Attack -5 Throw -5 |
| #039 Wolf Fang | Prevents opponent's attacks |
| #040 Anacordia Fang | Opponents Attack -8 Throw -8 |
| #041 Lion Fang | Opponents Attack -6 Throw -6 |
| #042 Chimera Fang | Opponents Attack -9 Throw -9 |
| #043 Black Dragon Fang | Opponent's Attack -10 Throw -10 |
| #091 Kung Fu Jacket | Increases Defense |
| #092 Nameless Fang | Increases Defense |

- | | |
|---------------------|------------------------|
| Wristband | = Power Band |
| Blue Loincloth | = Power Loincloth |
| Red Headband | = Technique Headband |
| Strange Ball | = Ball of White Tiger |
| Nameless Feather | = Suzaku Feather |
| Kung Fu Jacket | = Jacket of Fighter |
| Nameless Fang | = Wolf Fang |
| Mysterious Treasure | = Pike of Gundaritsaen |

• **Use those Items:** You will have to use some of the items in order to advance their experience. The defense and offense items gain experience automatically, but all of the others have to be used. Stock up on disposable items.

Database

time to complete **75+ hours**
challenge **easy**
best item **Ring of the Genie**
best fighter **Ryumaou**
best advice **take your time and enjoy it**

system **Nintendo 64**
publisher **Natsume**
developer **Culture Brain**

Metal Characters

Shouryu

Medal: Heaven

Power: Freezes you when you hit him.

Counter-Item: Secret Mantle
Set to 1 Round. Win with a "Time Over" and 90 seconds.



Robonohana

Medal: Thunder

Power: Get hurt when you hit him.

Counter-Item: Mr. Virus
1 Round. Win a competition without using Busters.



Yuka

Medal: Wind

Power: Can drain your life. Ouch!

Counter-Item: Demon's Necklace
1 Round. You must master throwing techniques.



Wiler

Medal: Tree

Power: Cannot be thrown or Busted.

Counter-Item: Leaf of Revival
Set to 1 Round. Get damaged but win match anyway.



Hayato

Medal: Water

Power: High impossible to damage.

Counter-Item: Ring of Houhou
Set the # of Rounds to 3. Do not lose in the competition.



Ryui

Medal: Flame

Power: Infinite busters and items.

Counter-Item: Dragon Wing
1 Round. Knock out opponents with star screen coming up.



Suzaku

Medal: Poison

Power: Poisons you when you get hit.

Counter-Item: Suzaku Eye
Set the Rounds to 1. You must master combo techniques.



Powers

Medal: Soul

Power: Cannot be stunned from hits.

Counter-Item: Hero Belt
Set the Rounds to 2. You must win the match quickly.



Bokuchin

Medal: Ice

Power: Has nine life bars to go through.

Counter-Item: Magical Candy
1 Rounds, 30 Seconds. Very Easy, win by Time Out.



Ryumaou

Medal: Darkness

Power: Fire



Medicine

#044 Sacred Water

#045 Super Sacred Water

#046 Special Sacred Water

#047 ?? Sacred Water

#048 Tears of Dragon

#049 Fake Tears of Dragon

#051 Devil's Secret Medicine

#052 Strange Medicine

#053 Super Strange Medicine

#077 ???'s X

#078 ???'s Y

#093 Turbo Drink

#094 Jet Drink

#095 Rocket Drink

#096 Origin of Tornado

#097 Origin of Bomb

Recover life when it equals zero (000)

Recover life when it equals zero (00)

Recover life when it equals zero (0K)

Recover life when it equals zero (0K)

Recover life when it equals zero (good)

Temporarily raises your health (bad)

Increases Attack & Throw powers

Increases Secret Buster level

Increases Secret Buster further

Increases Attack & Throw powers

Increases health (good)

Increases your speed in combat

Increases your speed in combat

Increases your speed in combat

Allows you to toss tornadoes

Allows you to roll bombs

Special Items

#025 Suzaku Feather

#026 Garuda Feather

#027 Houou Feather

#035 Robe of Life

#036 Robe of Vision

#037 Teleport Mantle

#050 Repair Kit

#054 ? Stone

#055 Emerald Jewel

#056 Red Jewel

#057 Pink Charm

#058 Purple Charm

#059 Red Charm

#060 Blue Charm

#061 Stop Watch

#062 Fake Crown of D. King

#063 Crown of Dragon King

#064 Mirror of Goddess

#065 Champion Belt

#066 Charm Card of Taoist

#067 Charm Card of Monk

#068 Charm Card of Hermit

#069 Crystal of Monk

#070 Diamond of Darkness

#071 Ring of Genie

Creates gusts of wind

Creates powerful gusts of wind

Changes direction of the wind

Your life will slowly recover

Confuses your opponent

Allows you to teleport around

Recovers a little damage

Allows you to switch items

Shows opponent's weak points (OK)

Shows opponent's weak points (good)

Hides your weak points (OK)

Hides your weak points (good)

Lowers opponent's IQ

Flattens opponent, lowers his IQ

Freeze your opponent in place

Temporary Invincibility (OK)

Temporary invincibility (great)

Protection from cosmic saucer

Invincibility to throws

Stop opponent's Super Moves

Stop opponent's throws

Stop opponent's Secret Busters

Expose enemy Mind's-Eye mark

Erase your Mind's-Eye marks

Exchange life from opponent

#081 Pike of Gundaritsaisen

#090 Nameless Treasure

#098 Mysterious Treasure

#099 Robe of Wind

#100 Black Ball

Stop opponent's Super Moves

Causes opponent to float

Evolves

Allows you to throw tornadoes

Mystical powers

Secret Tech

#101 Mr. Battle 1st

#102 Mr. Battle 2nd

#103 Mr. Battle 3rd

#104 Mr. Battle 4th

#105 Continuous Clock

#106 Universe Watch

#107 Music CD

#108 Sound Effect CD

Album

#111 Bokujin Drop

#112 Skull

#113 Skull of Devil King

Enables Auto Battle

Enables Offensive Auto Battle

Enables Defensive Auto Battle

Allows you to switch Auto Battle Styles

Allows you to continue to Times

Grants infinite continues

Listen to the game music

Listen to the game's sound effects

See dialogue sequences

Bokuchin becomes playable

Ryumaou becomes playable

VR Ryumaou becomes playable

Strategy

#114 Strategy Book Vol. 1

#115 Strategy Book Vol. 2

#116 Strategy Book Vol. 3

#117 Strategy Book Vol. 4

#118 Strategy Book Vol. 5

#119 Strategy Book Vol. 6

#120 Strategy Book Vol. 7

#121 Strategy Book Vol. 8

#122 Strategy Book Vol. 9

#123 Strategy Book Vol. 10

#124 Strategy Book Vol. 11

#125 Strategy Book Vol. 12

#126 Key Scroll Vol. 1

#127 Key Scroll Vol. 2

Info on Metal Ryui

Info on Metal Hayato

Info on Metal Wiler

Info on Metal Shouryu

Info on Metal Yuka

Info on Metal Suzaku

Info on Metal Powers

Info on Metal Robonohana

Info on Metal Bokuchin

Info on Metal Shin Ryumaou 1

Info on Metal Shin Ryumaou 2

Info on Metal Shin Ryumaou 3

How to Find Secret Treasures

Item list of Secret Busters

Strategy (cont. ...)

#128 Key Scroll Vol. 3

#129 Key Scroll Vol. 4

#130 Key Scroll Vol. 5

#131 Key Scroll Vol. 6

#132 Key Scroll Vol. 7

#133 Key Scroll Vol. 8

#134 Key Scroll Vol. 9

#135 Key Scroll Vol. 10

Worthless scroll advice

Info on secret characters

Info on Metal Character Items

Metal Character Item list

Item evolution info

Item evolution list

Worthless scroll advice

Legendary Items list

Seven Wonders

#136 Seven Wonders 1

#137 Seven Wonders 2

#138 Seven Wonders 3

#139 Seven Wonders 4

#140 Seven Wonders 5

#141 Seven Wonders 6

#142 Seven Wonders 7

Talks about difficulty settings (useless)

Talks about finding Bokujin (good)

Info about character text (useless)

Information about shop Items (good)

Info about Treasure Busters (good)

Info on Ryumaou Tournament (good)

Platinum character info (good)

Others

#148 Laughter Bag

Hear the evil laughs of the bad guys

#176 Dragon Wing

Seals Ryui's powers

#177 Ring of Houhou

Seals Hayato's powers

#178 Leaf of Revival

Seals Wiler's powers

#179 Secret Mantle

Seals Shouryu's powers

#180 Demon's Necklace

Seals Yuka's powers

#181 Suzaku Eye

Seals Suzaku's powers

#182 Hero Belt

Seals Powers's powers

#183 Mr. Virus

Seals Robonohana's powers

#184 Magical Candy

Seals Bokuchin's powers

#185 Dragon Horn

Seals Ryumaou's powers

Scroll List

#150 Dragon Scroll Vol. 1

Ryui Buster: High Speed Ninru No Ken

#151 Dragon Scroll Vol. 2

Ryui Buster: Super Kinkyu

#152 Dragon Scroll Vol. 3

Ryui Buster: Real Ninru No Ken

#153 Secret Book Vol. 1

Hayato Buster: Tsuruzoro

#154 Secret Book Vol. 2

Hayato Buster

#155 Operation File Vol. 1

Wiler Buster: Jungle Circus

#156 Operation File Vol. 2

Wiler Buster: Sonic 1000000

#157 Operation File Vol. 3

Wiler Buster: Wiler Bomb

#158 X File Vol. 1

Shouryu Buster: Kerl Kerl Steiner

#159 X File Vol. 2

Shouryu Buster

#160 Video for Expert Vol. 1

Yuka Buster

#161 Video for Expert Vol. 2

Yuka Buster

#162 Video for Expert Vol. 3

Yuka Buster: Hanafubuki

#163 Video for Expert Vol. 4

Yuka Buster

#164 Suzaku Scroll Vol. 1

Suzaku Buster</

In-depth Strategies and Moves



XG Strategy
by Mark Hain

This game can put an EX to shame. You have all the characters from the previous Alpha games in one, along with old-school characters returning and pretty damn innovative (Capcom?) new guys as well! The animation even seems improved over the last game in spite of all the characters and the awesome backgrounds. The "I-sm" are a really cool addition to the gameplay too!

Moves Key

- P = Any Punch
- Y = Any Kick
- M = Medium Punch
- H = Heavy Punch
- L = Light Kick
- U = Medium Kick
- N = Heavy Kick
- ▶ = Tap Direction
- ◀ = Hold Direction
- N = Joystick Neutral

The X, A or V you see before every move in the game means the "I-sm" you need to be playing to be able to perform the move. The returning characters' moves list consists of what new and old moves require which I-sm. This is how they have changed in SFA3.



A-Ism All of your Super Combos are available to you in this mode. Press the strength of button you want the combo to be. You can also A. Counter and Custom Combo in A-Ism.



V-Ism Custom Combos replace Super Combos in this mode. The larger your SC meter, the longer your CC. You can also A. Counter in this mode, but it is now performed by tapping Forward and hitting the same P and K.



X-Ism Only one Super Combo is available to you in this mode, and it's predetermined. It also is more powerful as it takes a full meter. You also cannot block or A. Counter in this mode.

Database

time to complete **so days on hard**
challenge **easy/impossible**

best returning **Blanka**
best new **R. Mika rocks!**

system **Arcade**
publisher **Capcom**
developer **Capcom**



KARIN



•The Hou Shou is great at trading hits. It has priority, even against Super Combos!
•Use the Kouruken final punch (HP) as a reversal against on coming attacks.

•Her upper counter (Yasha Gaeshi Uwadon), can be used against standing attacks and jump-in attacks. After a counter, foes are open to attack.
•Her lower counter (Y.G. Gedan), will work against sweeps and other low-directed attacks. It's really easy to reverse and attack with her counters. They are, however, a bit slow in coming out, so you need to use them carefully.

TIPS

- XAV Kouruken
- XAV Hou Shou
- XAV Mujinkyaku
- XAV Double Elbow
- XAV Yasha Gaeshi (Uwadon)
- XAV Yasha Gaeshi (Gedan)
- XAV Reshen Ha
- AV Knee throw
- AV Front kick
- KA **Kanzuki-ryuu Shinkaiyabaku**
- A **Kanzuki-ryuu Kououken**

- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶ when attacked
- ▶▶▶▶▶ when attacked
- ▶▶▶▶▶
- Rotate 360 + ▶
- ▶▶▶
- ▶▶▶▶▶▶▶
- ▶▶▶▶▶▶▶

After either one hit or two hits of the Kouruken, you can choose which attack Karin will perform, as shown below:

- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken
- after Kouruken

TIPS

•You can slide under projectiles with the Amazon River Run.
•You can take the G. Shave Rolling by holding the P button

used once the move begins. If a foe touches Blanka while he/she's spinning, he/she'll be injured and Blanka will perform the GSR.

BLANKA



- XAV Electric Thunder
- XAV Rolling Attack
- XAV Backstep Rolling
- AV Vertical Rolling
- AV Surprise Forward
- AV Surprise Back
- XA **Ground Shave Rolling**
- A **Tropical Hazard**

- Tap ▶ rapidly
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶ (hold ▶)
- ▶▶▶▶▶, then ▶ or ○

TIPS

•Honda won't finish the Fuji-oroshi if he's unable to grab his opponent.

•Remember you can move and 100 Hand Slap at the same time to help add hits to combos.

HONDA



- AV Hyakuretsushite
- XAV Hyakuretsushite
- XAV Super Zutsuki
- XAV Super Hyakkon Otoshi
- XAV Oichou Nage
- XAV Hiza Geri
- XAV Hara Geri
- XAV Low punch
- XA **Oni Musou**
- A **Fuji-oroshi**
- A **Super Butt Splash**

- Tap ▶ rapidly
- Tap▶ rapidly; tap ○ or ▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- Rotate 360 + ▶
- When close, ▶ or ▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- Rotate 720 + ▶

TIPS

•With the Paradise Hold, Mika flips forward and can "catch" you for the actual attack even if it doesn't

hit immediately. However, after about the second flip, she can't connect with this move



- XA Thirteen's Peach Special
- XA T.P.S. Hashiru
- XA T.P.S. Dageki
- XA T.P.S. Moonault Press
- XA T.P.S. Missile Kick
- XA T.P.S. Paradise Hold
- XA T.P.S. Tobikoshi
- XA T.P.S. Enzu Lariat
- A **Rainbow Hip Rush**
- A **Heavenly Dynamite**

- (see below)
- ▶▶▶▶▶, move ○ or ▶
- Press ▶ after Hashiru, then...
- Near the corner post, hit ○
- Near the corner post, hit ○
- Near the corner post, hit ○
- Press ▶ after Hashiru, then...
- Behind your enemy, press ▶
- ▶▶▶▶▶
- Rotate 720 + ▶, tap ○ rapidly



R. MIKA

TIPS

•Once you've begun the Hooligan Combination, do nothing and Cammy ends with a sliding attack. You can press K when not near your opponent to abort the attack,

or press it when near him/her to throw. You can also throw from the air, and if you hit the foe when you're about to land, you'll perform a different type of throw.

CAMMY



- XAV Cannon Drill
- XAV Thrust Kick
- XAV Axle Spin Knuckle
- XAV Hooligan Combination
- XA **Spin Drive Smasher**
- XA **Reverse Shaft Breaker**
- A **Killer Bee Assault**

- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶, tap ○ rapidly
- ▶▶▶▶▶ at level 3

•When Cody's armed with a knife he can't use the Rock Throw. However, all punches cause more damage, and block damage. If you have a knife, you'll drop

it if you're hit.
•During the X-Ism F. Destruction Cody will turn and walk away if you hold P. Press P repeatedly while in this mode.



- XAV Bad Stone
- XAV Ruffian Kick
- XAV Criminal Upper
- XAV Knife Hiroi
- XAV Knife attack
- XAV Knife throw
- XA **Final Destruction**
- A **Dead End Iron Knee**

- ▶▶▶▶▶ (hold ○ to delay)
- ▶▶▶▶▶
- ▶▶▶▶▶
- ▶▶▶▶▶ when near a knife
- Press ○ after equipping a knife
- ▶▶▶▶▶ after equipping a knife
- ▶▶▶▶▶
- ▶▶▶▶▶



CODY

Adon	
AV Jaguar Kick	↖↗↘↙
XA Jaguar Varied Assault	↖↗↘↙
XA J.V.A. (Jaguar Thousand)	Tap ① rapidly during a Lv. 3 J.V.A.
A J.V.A. (Jaguar Assassin)	Tap ① rapidly during a Lv. 3 J.V.A.
A Jaguar Revolver	↖↗↘↙↖↗↘↙

Akuma	
AV Hyakkai Shuu	↖↗↘↙
AV Hyakkai Gouzan	Do nothing after Hyakkai Shuu
AV Hyakkai Goushou	Press ① after Hyakkai Shuu
AV Hyakkai Gouzen	Press ① after Hyakkai Shuu
AV Hyakkai Gousai	When close, ① after Hyakkai Shuu
AV Hyakkai Goutsui	When close, ① after Hyakkai Shuu
A Messatsu Gou Hadou	↖↗↘↙↖↗↘↙
A Messatsu Gou Shouryu	↖↗↘↙↖↗↘↙
A Tenma Gou Zankuu	Jump, ↖↗↘↙↖↗↘↙
XA Senu Gou Satsu	①②③④⑤ at Level 3

Birdie	
XA The Birdie	↖↗↘↙
A Bull Revenger	↖↗↘↙↖↗↘↙ or ①

Charlie	
AV Dash	↖↗
AV Dash Knee Bazooka	↖↗
X Knee Bazooka	↖↗↘↙
A Sonic Break	↖↗↘↙, tap ① rapidly
A Crossfire Blitz	↖↗↘↙
XA Somersault Justice	↖↗↘↙

Chun-Li	
AV Kikouken	↖↗↘↙↖↗↘↙
X Sou Hakkei	↖↗↘↙
X Tenshoukyaku	↖↗↘↙
X Spinning Bird Kick	↖↗↘↙
X Kuuchuu Spinning Bird Kick	Jump, ↖↗↘↙
X Sen'en Shuu	↖↗↘↙
X Kouhou Kaiken Kyaku	↖↗↘↙
A Kikoushou	↖↗↘↙↖↗↘↙
XA Senretsukyaku	↖↗↘↙↖↗↘↙
XA Hazan Tenshoukyaku	↖↗↘↙↖↗↘↙

Dan	
AV Kuuchuu Dankuukyaku	Jump, ↖↗↘↙↖↗↘↙↖↗↘↙
V Saikyuu-ryuu Bougyo	Block, ↖↗↘↙ ①② rapidly
A Shinkuu Gadouken	↖↗↘↙↖↗↘↙
A Kouryuureika	↖↗↘↙↖↗↘↙
XA Hisshou Buraiken	↖↗↘↙↖↗↘↙
A Chouhatsu Densetsu	↖↗↘↙↖↗↘↙+Start

Dhalsim	
AV Yoga Flame	↖↗↘↙↖↗↘↙
X Yoga Flame	↖↗↘↙↖↗↘↙
X Yoga Blast	↖↗↘↙↖↗↘↙
X Yoga Blast	↖↗↘↙↖↗↘↙
X Long Drill Kick	Jump, ↖↗↘↙
AV Drill Kick	Jump, ↖↗↘↙
XA Yoga Tempest	↖↗↘↙↖↗↘↙↖↗↘↙
XA Yoga Inferno	↖↗↘↙↖↗↘↙↖↗↘↙
XA Yoga Stream	↖↗↘↙↖↗↘↙↖↗↘↙
A Yoga Strike	↖↗↘↙↖↗↘↙↖↗↘↙

Gen	
AV Ansatsuken: Sou-ryuu	Press ①②③ at any time
AV Ansatsuken: Ki-ryuu	Press ①②③ at any time
A Ouga	↖↗↘↙
AV Launch kick	↖↗↘↙
AV Double kick	Jump, ①, then press ① again
AV Zanei	↖↗↘↙↖↗↘↙
AV Shitenshuu	↖↗↘↙↖↗↘↙
AV Jakouha	↖↗↘↙↖↗↘↙
A Kouga	Jump, ↖↗↘↙↖↗↘↙, tap any ①

Sodom	
XA Meldo no Miyage	↖↗↘↙↖↗↘↙
A Ten Chu Satsu	Rotate 720 + ①

Guy	
AV Houzantou	↖↗↘↙
AV Bushin Gouraikyaku	↖↗↘↙
AV Bushin Hassouken	↖↗↘↙
A Bushin Musouenge	↖↗↘↙↖↗↘↙ at Level 3

Ken	
AV Zenpou Tenshin	↖↗↘↙
AV Zentou	↖↗↘↙+Start
AV Step kick	↖↗↘↙
A Shouryuureppa	↖↗↘↙↖↗↘↙
A Shinyuukun	↖↗↘↙↖↗↘↙, tap ① or ① rapidly
A Shippuuinrai Kyaku	↖↗↘↙↖↗↘↙ at Level 3

Psycho Shot	
Psycho Crusher Attack	↖↗↘↙
Somersault Skull Diver	Press ① after Head Press
Somersault Skull Diver	↖↗↘↙, move ↖ or ↗↘↙
Devil Reverse	↖↗↘↙, move ↖ or ↗↘↙
Vega Warp	↖↗↘↙↖↗↘↙/①②③
A Psycho Crusher	↖↗↘↙↖↗↘↙
A Knee Press Nightmare	↖↗↘↙↖↗↘↙

Rolento	
AV Trick Landing	Jump, press ①②③ as you land
AV High Jump	↖↗↘↙↖↗↘↙
AV Spike Rod	Jump, ↖↗↘↙ (can repeat)
AV Fake Rod	↖↗↘↙
XA Take No Prisoner	↖↗↘↙↖↗↘↙
XA Steel Rain	↖↗↘↙↖↗↘↙
A Mine Sweeper	↖↗↘↙↖↗↘↙

Rose	
A Aura Soul Spark	↖↗↘↙↖↗↘↙
A Aura Soul Throw	↖↗↘↙↖↗↘↙
A Soul Illusion	↖↗↘↙↖↗↘↙

Ryu	
AV Senpuu Kyaku	↖↗↘↙
X Rushing punch	↖↗↘↙
XA Shinkuu Hadouken	↖↗↘↙↖↗↘↙
A Shinkuu Tatsumaki	↖↗↘↙↖↗↘↙
A Shinkuu Tatsuken	↖↗↘↙↖↗↘↙
A Metsu Shouryuken	↖↗↘↙↖↗↘↙ at Level 3

Sagat	
AV Tiger Blow	↖↗↘↙↖↗↘↙
X Tiger Uppercut	↖↗↘↙↖↗↘↙
AV Tiger Knee	↖↗↘↙↖↗↘↙
X Tiger Knee Crush	↖↗↘↙↖↗↘↙
A Tiger Cannon	↖↗↘↙↖↗↘↙↖↗↘↙
XA Tiger Genocide	↖↗↘↙↖↗↘↙↖↗↘↙
A Tiger Raid	↖↗↘↙↖↗↘↙↖↗↘↙
A Angry Charge	↖↗↘↙+Start

Sakura	
AV Sakura Otoshi	↖↗↘↙↖↗↘↙ (tap ① rapidly)
AV Shinkuu Hadouken	↖↗↘↙↖↗↘↙
XA Midare Zakura	↖↗↘↙↖↗↘↙
A Haruichiban	↖↗↘↙↖↗↘↙

Zangief	
AV Banishing Flat	↖↗↘↙
X Rush Banishing Flat	↖↗↘↙
X Head-butt	↖↗↘↙↖↗↘↙
XA Final Atomic Buster	Rotate 720 + ①
A Aerial Russian Slam	↖↗↘↙↖↗↘↙

Basic Strategies

Major Counters

This was an ability formerly available only to Gen that is now a universal feature. If you manage to hit your opponent while he or she is in the midst of performing an attack, there will be a loud smack sound and your hit will cause more damage. This even applies to projectiles and taunts!

Juggling: SFG3 has a much more extensive juggling system that lets you hit an opponent into the air and then get in a few more hits by using more attacks.

While not as loose as SFG3's juggling, you can still do some pretty crazy stuff. Luckily if you're on the wrong end of a juggler you can use the aerial Down evade to try to escape.

Guard Meter: When you block an attack, this drains somewhat. Should it completely empty, you'll become stunned for a moment and will be left open to attack. Every time you empty your Guard Meter, it shrinks slightly, so it becomes easier for your foe to stun you. When not blocking, the Guard Meter regenerates power at a slow rate.

Throws: Every character has an air throw now. When you attempt a throw either on the ground or in the air, you'll go into "miss animation" if you're not close enough to connect, which will leave you open to attack briefly. While throws are unblockable, you can escape from any normal throw by using the Teth. Hit (F+PP right as you're thrown by your opponent). This will weaken the effect.

Special Characters

Besides the returning characters from the two previous Alphas, there are special Boss characters you fight and will eventually be able to fight as. Among them are Balrog and Vega, a special 2-in-1 girl fighter who looks like a flight attendant (the 2-in-1 meaning an SF3 Yun/Yang style character) and a girl named Karin.



Balrog is one of many characters.

GAME OVER

Game Stats

Time to complete: 13 hours
Toughest Boss: Original Eve
"Real" ending: 77th floor, Chrysler Building
Better Ending: First one

Original End: Mystery and Fire!

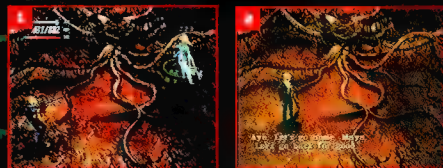
Defeating the Final Boss: After stopping four incarnations of the Ultimate Being, Aya realizes she can't kill it, so she destroys the aircraft carrier it's on (1-2). After the explosion, Maeda explains to Aya some of her visions: The operation room was where she got Maya's cornea to replace her defective one (3-4), and it was Maya's mitochondria that protected her from Eve. Maeda then compares the revolting mitochondria to humans—both are parasites: Mitochondria use nuclei, humans use the Earth.

Time to Relax and Unwind! Aya, Daniel, Ben and Maeda go off to the opera in celebration; ironically, it's the same opera that Aya attends in the game's start (amazing that a kid or stereotypical N.Y. cop would willingly go to one). The "plot" then completes a full circle (5), with the final cinema almost mirroring the first: The lead (Eva) sings the same solo Melissa sang, and the audience's eyes start to glow—a signal that their mitochondria have awakened (6-7). This awakening foreshadows another fight between good and evil, and perhaps the future plot of Parasite Eve 2. All in all, a fairly decent, although typical ending.

EX Mode End: Truth Revealed!



The credits in the Chrysler Ending have fancy pictures and music (without the annoying singing).



For complete Parasite Eve Boss strategies, check XG #52; however, here's key advice for beating Original Eve: Don't shoot when Maya's on screen!

The EX Mode (unlocked by beating the game once) offers the alternative ending. Aya must go to the Chrysler Building's 77th floor. There, Original Eve makes her nest and awaits Aya's arrival. When Aya comes, Original Eve reveals that Eve developed in Maya's body, and after Maya's "death," her kidney was given to Melissa, her comes to Aya and her liver to Dr. Klamp for his experiments.

After a brief discussion with Maya, Aya is faced with the game's final encounter with Original Eve (4). After Eve's defeat, she "awakens" within Aya's body, and

begins to compete with Aya's "good" mitochondria. Aya learns that her mitochondria have evolved to be the most advanced ever. Eve discovers that Aya's nuclei are also very strong, and the combination of Aya's nuclei and Maya's mitochondria defeats Eve's rebellion, and Eve loses consciousness. (We have no idea how Maya appears onto the scene.) Aya then realizes her sister has always been "inside" her, and the two return home in peace (2).

This ending doesn't have any pre-rendered cinema, but is instead a dull and very confusing reward.

GUESS THE GAME ENDING AND WIN!

We toned it down this month, but that doesn't mean we aren't going to make you use your brain a little bit! Guess the game at the right—and win one of three Expert Gamer T-shirts! Make sure we have your entries no later than Nov. 20, 1998! Send entries to Game Over #53 c/o Expert Gamer, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

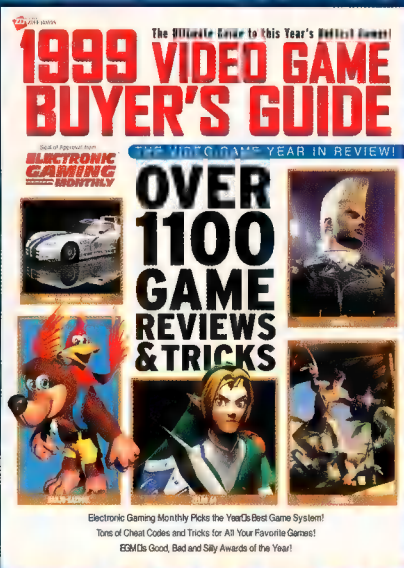
XG#51 GAME OVER ANSWER

Diddy Kong Racing. Check next month's Gamers' Forum for winners.



Swampy Rules: No purchase necessary. To enter, send the game name, issue date, prize and your name to: Game Over Answer #51, c/o Expert Gamer, 1920 Highland Ave., Suite 222, Lombard, IL 60148. Send entries no later than Nov. 20, 1998. All entries become the property of EG. We will not be responsible for returned entries. EG does not assume any responsibility for lost, misplaced, late, damaged, or otherwise unreturned entries.
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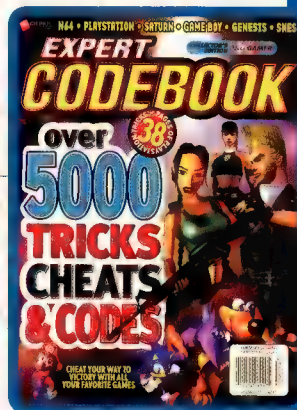
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Next Month

All editorial content subject to change.

EXPERT GAMER

December 1998

On sale date Nov. 24

Gamers will definitely not want to miss the next issue of *Expert Gamer*! It'll contain a first-look miniguide on both *Turok 2* and *Zelda 64* which will blow gamers away.

As well, Buck Bumble may appear to be a cutesy game, but trying to complete the missions while

defeating mutant insects is a LOT harder than it looks. That's why XG has a mega walk-through and detailed maps to help you.

Plus, we'll touch up on a few more tips for *Metal Gear Solid* and compare the U.S. version to the Japanese one.

Feature Story



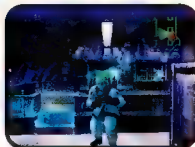
Don't miss out on the first miniguide of *Zelda 64* in the December issue.

As well, you certainly will want to get your hands on the first-look guide to *Turok 2: Seeds of Evil*



Feature Story

The title that launched a revolution is finally near completion. Find out what *EGM* has to say about it.



Is *Metal Gear Solid* really worth the wait? *EGM* will pull no punches on this one.

ELECTRONIC GAMING MONTHLY

On sale date Nov. 30

December 1998

EGM rings in the holidays with an in-depth cover story on "the forever-in-the-making" *Zelda 64*. Will this game be the smash-hit Nintendo hopes it will be?

Zombies on the big screen?

EGM gets inside the mind of writer/director George Romero to find out how "true to the game"

he intends *Resident Evil: The Movie* to be. Will the feature film actually be carrying an "R" rating or will the gore be replaced with "less offensive" content?

Also, our Review Crew puts *Metal Gear Solid* to the test. Find out how they feel about the most anticipated game of the year.

Official U.S. PlayStation Magazine

December 1998

On sale date Nov. 17

December promises to be loaded with critiques of *Tomb Raider III* and *Crash Bandicoot: Warped* (not to mention a playable demo to let you make your own judgement). Also look for reviews of notable games including *Apocalypse, Wild 9, Darkstalkers 3, Abe's Exoddus* and more.

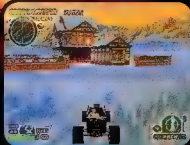
There will also be hands-on test drives of *Twisted Metal*, *FIFA 99*, *NBA Shoot Out '99*, *NBA Live 99*, *Roadster*, *NCAA GameBreaker '99* and *Tiger Woods 99*.

Don't forget our *Crash Bandicoot: Warped* guide. We'll show you all of the secrets and tips needed to guide *Crash* through the game.

Feature Story



The next issue will have an in-depth look at *Tomb Raider III*.



The next installment of *Twisted Metal* is not that far off. See what *EGM* had to say about it next ish.

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Release: 11/96
N64



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N64
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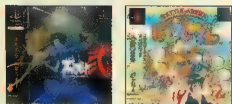
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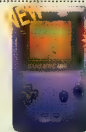
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